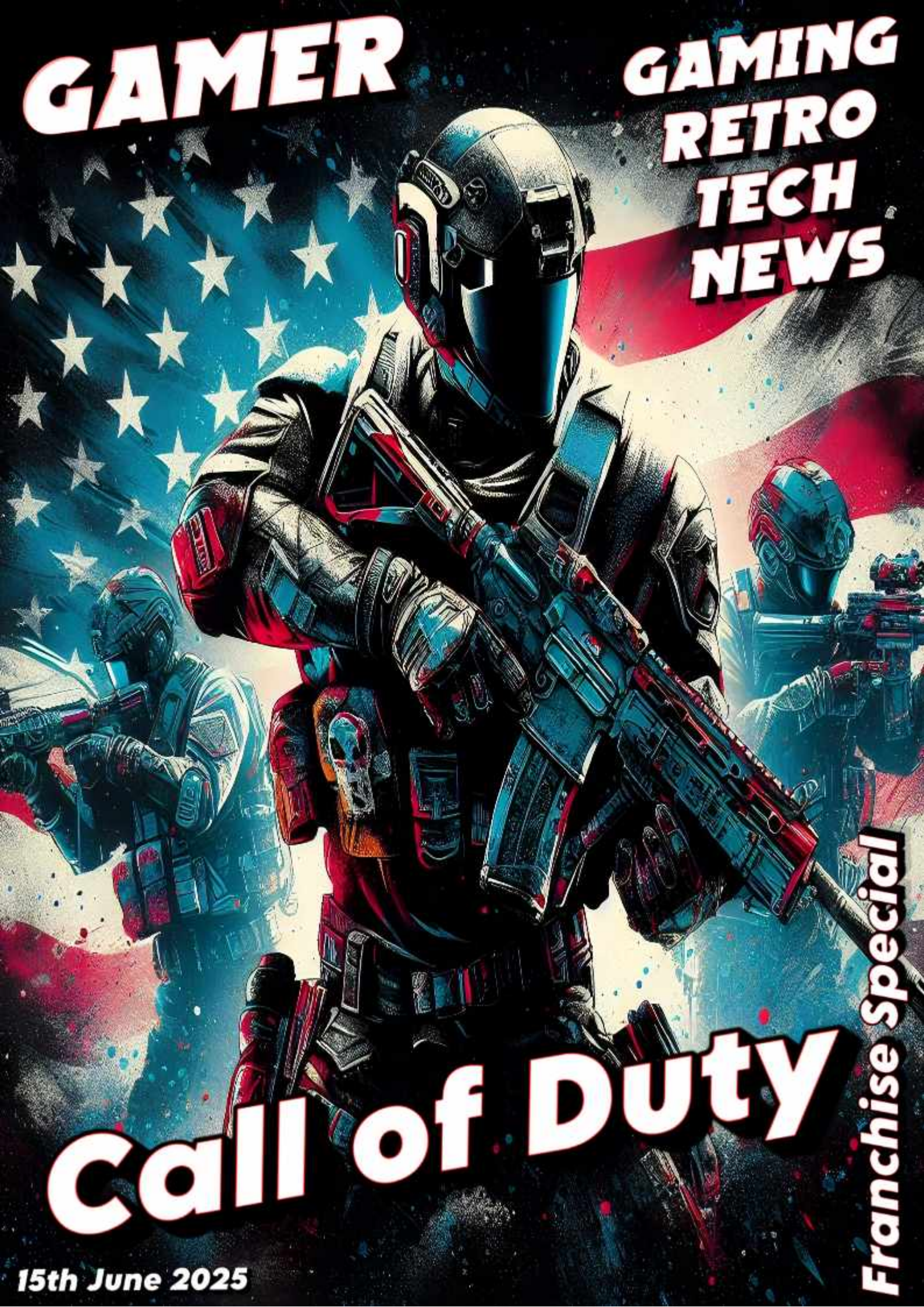

GAMER
GAMING
RETRO
TECH
NEWS
Call of Duty
Franchise Special
15th June 2025

CALL OF DUTY GAMER

THE CALL OF DUTY FRANCHISE IS ONE OF THE MOST POPULAR AND ENDURING VIDEO GAME SERIES.

KNOWN PRIMARILY FOR ITS FIRST-PERSON SHOOTER GAMEPLAY.

IT WAS CREATED BY INFINITY WARD AND INITIALLY PUBLISHED BY ACTIVISION IN 2003.

CALL OF DUTY GAMER

THE SERIES ORIGINALLY FOCUSED ON WORLD WAR II SETTINGS, SHOWCASING HISTORICAL BATTLES AND SOLDIERS.

- OVER THE YEARS, IT HAS EXPANDED INTO MODERN WARFARE, FUTURISTIC SETTINGS,

SOME OF THE MOST NOTABLE ENTRIES INCLUDE:

CALL OF DUTY (2003)

CALL OF DUTY 4: MODERN WARFARE (2007)

CALL OF DUTY: MODERN WARFARE 2 (2009)

CALL OF DUTY: BLACK OPS SERIES

Introduced Cold War-era narratives and zombie modes.

CALL OF DUTY GAMES TIMELINE

CALL OF DUTY 2003

CALL OF DUTY UNITED OFFENSIVE 2004

CALL OF DUTY 2 2005

CALL OF DUTY 3 2006

CALL OF DUTY ROADS TO VICTORY 2007

CALL OF DUTY 4 MODERN WARFARE 2007

CALL OF DUTY WORLD AT WAR 2008

CALL OF DUTY MODERN WARFARE 2 2009

CALL OF DUTY MODERN WARFARE 3 2011

CALL OF DUTY GHOSTS 2013

CALL OF DUTY ADVANCED WARFARE 2014

CALL OFF DUTY INFINITE WARFARE 2016

CALL OF DUTY MODERN WARFARE 2019

CALL OF DUTY: WWII (2017)

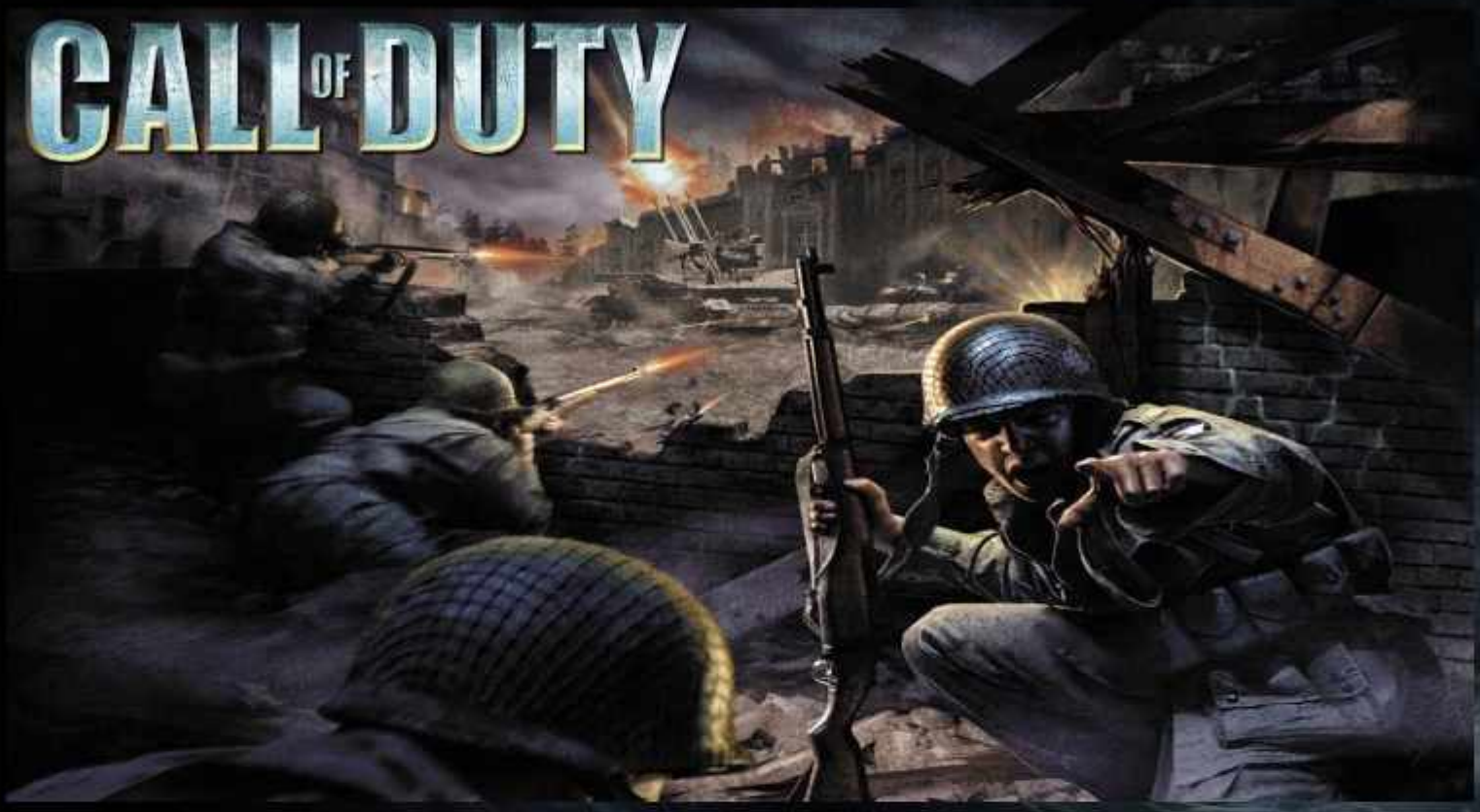
CALL OF DUTY VANGUARD 2021

CALL OF DUTY MODERN WARFARE 2 2022

CALL OF DUTY MODERN WARFARE 3 2024

CALL OF DUTY

GAMER



CALL OF DUTY 2003

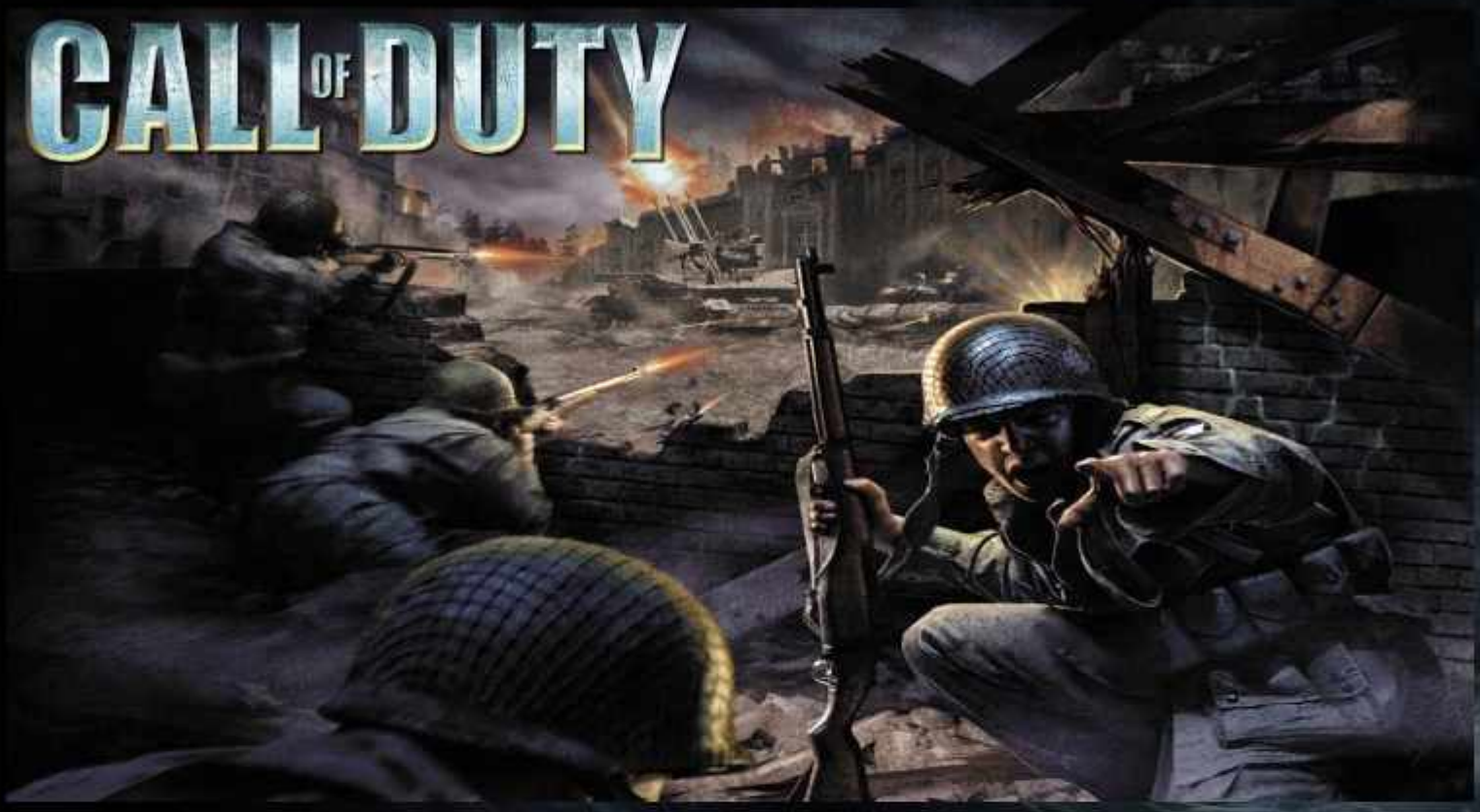
"CALL OF DUTY," RELEASED IN 2003, IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION.

THE GAME IS SET DURING WORLD WAR II AND IS KNOWN FOR ITS IMMERSIVE GAMEPLAY, FOCUSING ON THE EXPERIENCES OF SOLDIERS IN VARIOUS THEATERS OF THE WAR, INCLUDING EUROPE AND NORTH AFRICA.

CALL OF DUTY

CALL OF DUTY

GAMER



CALL OF DUTY 2003

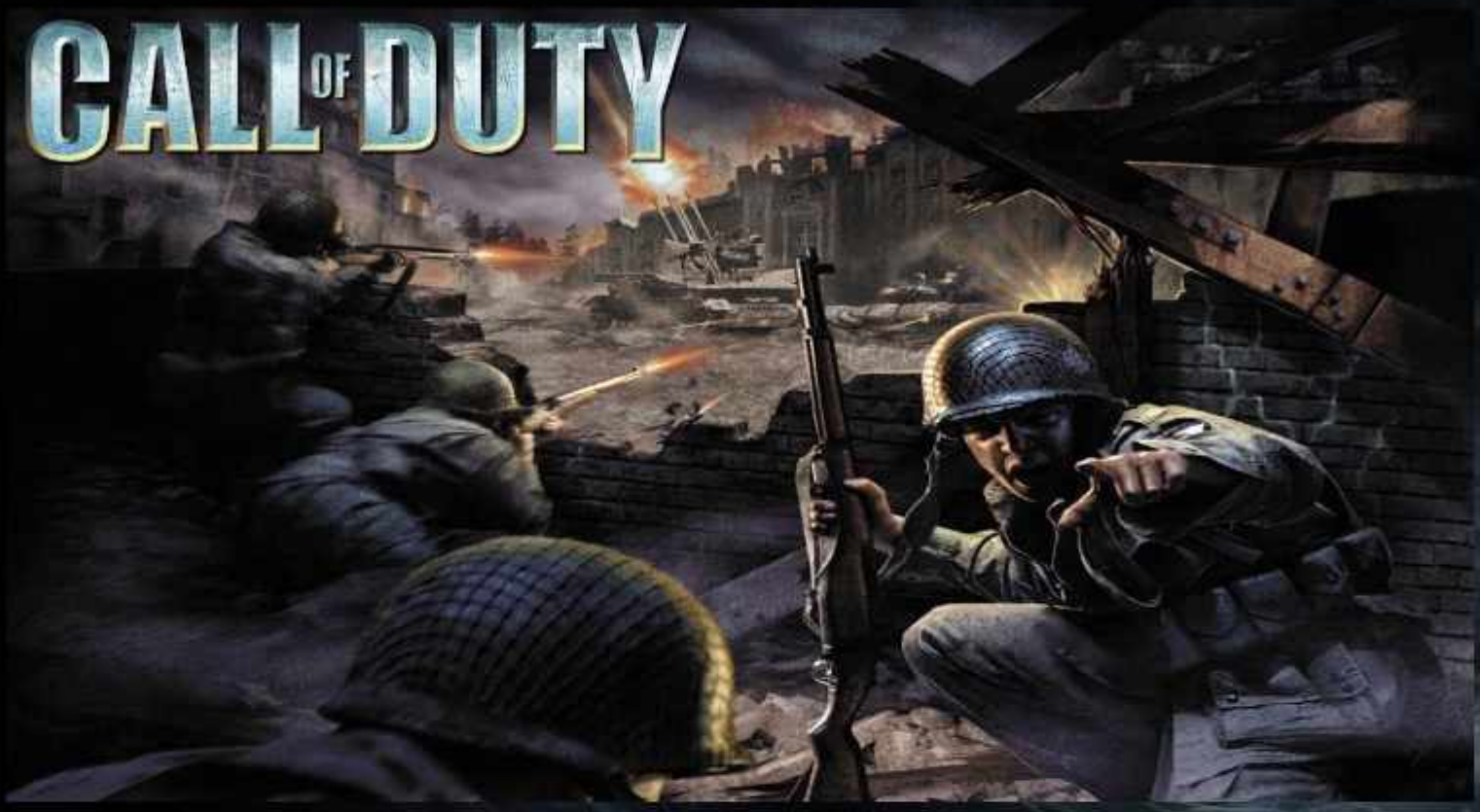
SINGLE-PLAYER CAMPAIGN: PLAYERS ASSUME THE ROLES OF MULTIPLE CHARACTERS FROM DIFFERENT ALLIED NATIONS,

INCLUDING AMERICAN, BRITISH, AND CANADIAN SOLDIERS. THE CAMPAIGN INCLUDES VARIOUS MISSIONS THAT DEPICT SIGNIFICANT BATTLES AND EVENTS OF THE WAR.

CALL OF DUTY

CALL OF DUTY

GAMER



CALL OF DUTY 2003

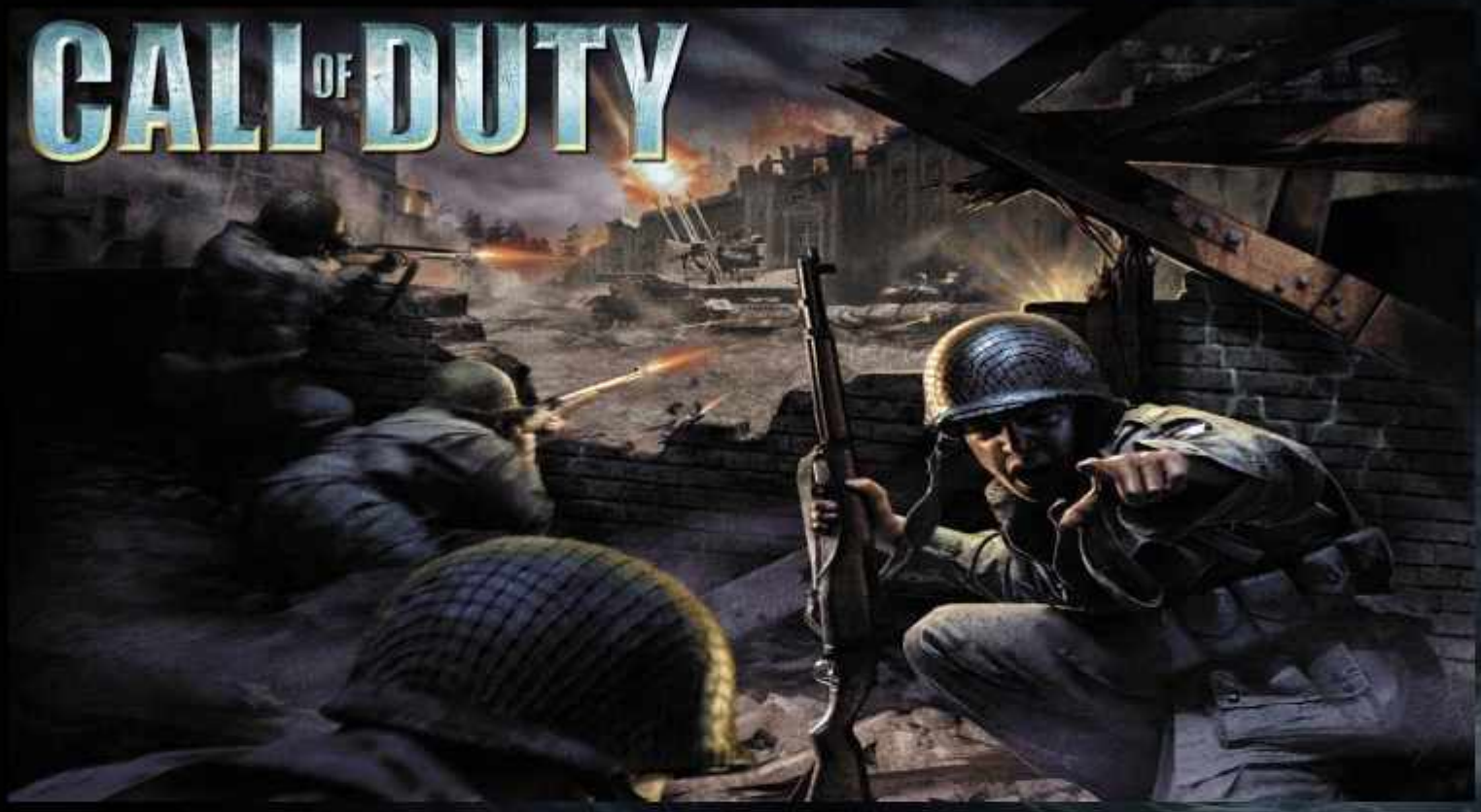
MULTIPLAYER MODE: THE GAME BECAME NOTABLE FOR ITS ENGAGING MULTIPLAYER EXPERIENCE, ALLOWING PLAYERS TO COMPETE IN VARIOUS GAME MODES ACROSS DIFFERENT MAPS.

HISTORICAL ACCURACY: THE GAME IS PRAISED FOR ITS ATTENTION TO DETAIL AND PORTRAYAL OF REALISTIC WORLD WAR II COMBAT, INCLUDING THE SOUNDS, WEAPONS, AND ENVIRONMENTS OF THE TIME.

CALL OF DUTY

CALL OF DUTY

GAMER



CALL OF DUTY 2003

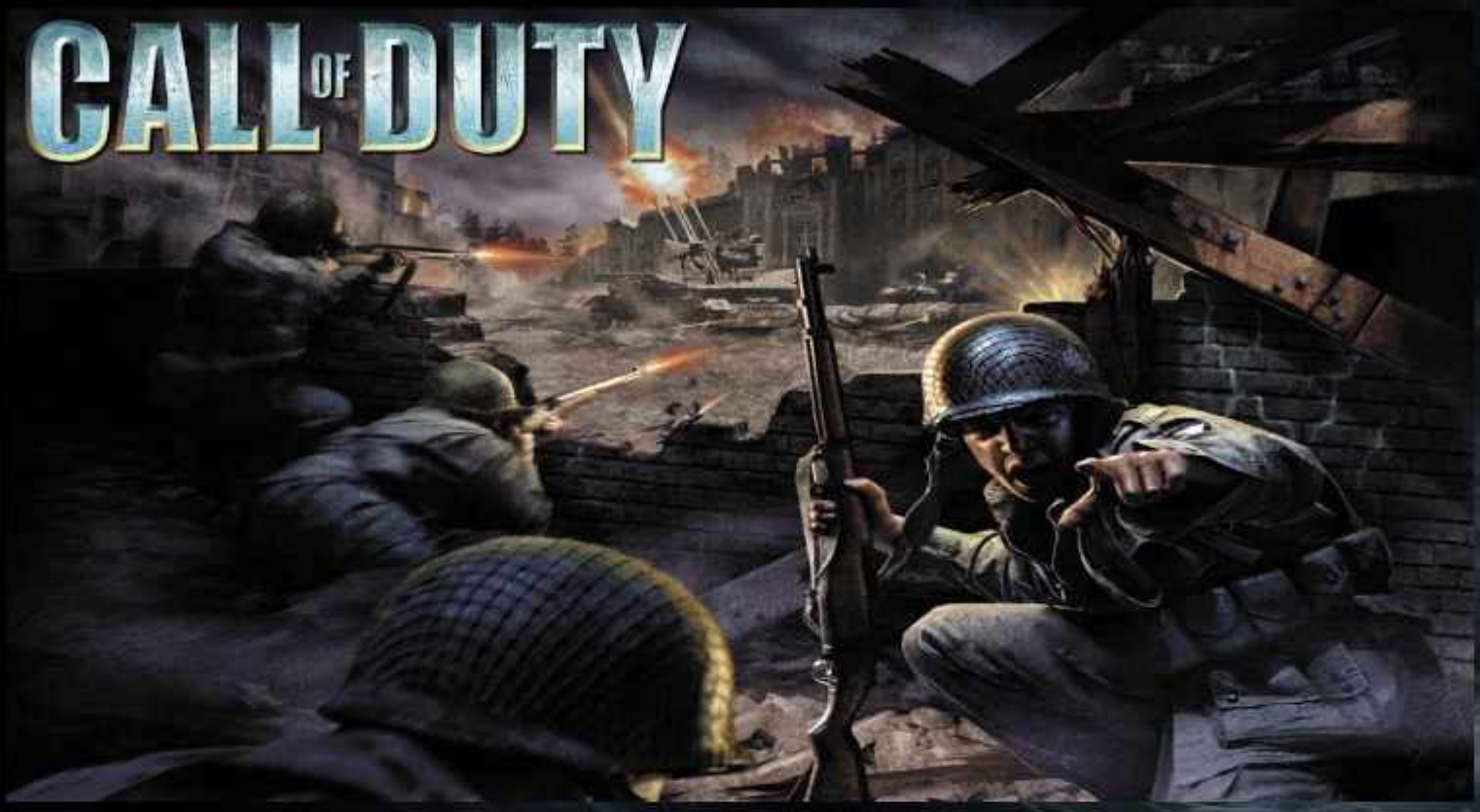
GAMEPLAY MECHANICS: "CALL OF DUTY" INTRODUCED SEVERAL GAMEPLAY MECHANICS THAT WOULD BECOME STAPLES OF THE SERIES, SUCH AS SQUAD-BASED TACTICS,

A FOCUS ON TEAMWORK, AND OBJECTIVE-BASED MISSIONS.

THE SUCCESS OF "CALL OF DUTY" LAID THE GROUNDWORK FOR A HIGHLY SUCCESSFUL FRANCHISE THAT HAS SINCE EXPANDED TO INCLUDE MANY SEQUELS AND SPIN-OFFS.

CALL OF DUTY

GAMER



CALL OF DUTY 2003

EXPLORING DIFFERENT TIME PERIODS AND SETTINGS BEYOND WORLD WAR II. THE SERIES HAS GROWN TO BECOME ONE OF THE MOST POPULAR AND INFLUENTIAL IN THE GAMING INDUSTRY.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY UNITED OFFENSIVE 2004

"CALL OF DUTY: UNITED OFFENSIVE" IS AN EXPANSION PACK FOR THE POPULAR FIRST-PERSON SHOOTER GAME "CALL OF DUTY," ORIGINALLY RELEASED IN 2003. DEVELOPED BY GREY MATTER INTERACTIVE AND PUBLISHED BY ACTIVISION, THE EXPANSION WAS RELEASED IN SEPTEMBER 2004.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY UNITED OFFENSIVE 2004

NEW SINGLE-PLAYER CAMPAIGNS UNITED OFFENSIVE" INTRODUCES THREE NEW CAMPAIGNS SET IN VARIOUS THEATERS OF WORLD WAR II, INCLUDING EASTERN EUROPE, NORTH AFRICA, AND THE PACIFIC. PLAYERS EXPERIENCE THE WAR FROM THE PERSPECTIVES OF AMERICAN, BRITISH, AND CANADIAN SOLDIERS.

EXPANDED MULTIPLAYER OPTIONS THE EXPANSION ENHANCES THE MULTIPLAYER EXPERIENCE WITH NEW MAPS, GAME MODES, AND THE ABILITY TO SUPPORT UP TO 64 PLAYERS IN MULTIPLAYER .

CALL OF DUTY

GAMER

CALL OF DUTY UNITED OFFENSIVE 2004

NEW WEAPONS AND VEHICLES**: "UNITED OFFENSIVE" INTRODUCES A VARIETY OF NEW WEAPONS, SUCH AS THE FLAMETHROWER AND THE M1 GARAND, AS WELL AS NEW VEHICLES, ADDING TO THE TACTICAL OPTIONS AVAILABLE TO PLAYERS.

IMPROVED GAMEPLAY MECHANICS**: THE EXPANSION BRINGS NEW GAMEPLAY MECHANICS, INCLUDING THE ABILITY TO USE VEHICLES IN MULTIPLAYER MODE, REVAMPED MAPS WITH ADDITIONAL OBJECTIVES, AND ENHANCED AI FOR ENEMIES.

CALL OF DUTY

GAMER

CALL OF DUTY UNITED OFFENSIVE 2004

COOPERATIVE MISSIONS**: "UNITED OFFENSIVE" FEATURES CO-OP GAMEPLAY, ALLOWING PLAYERS TO TACKLE MISSIONS TOGETHER, WHICH WAS A SIGNIFICANT ADDITION TO THE "CALL OF DUTY" FRANCHISE.

GRAPHICS AND AUDIO ENHANCEMENTS**: WHILE RETAINING THE CORE ENGINE OF THE ORIGINAL GAME, THE EXPANSION INCLUDES VARIOUS IMPROVEMENTS IN GRAPHICS AND AUDIO TO ENHANCE THE IMMERSIVE EXPERIENCE.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 2 2005

"CALL OF DUTY 2" IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION.

IT WAS RELEASED IN OCTOBER 2005 AS A SEQUEL TO THE ORIGINAL "CALL OF DUTY" THAT CAME OUT IN 2003.

THE GAME IS SET DURING WORLD WAR II AND FEATURES MULTIPLE CAMPAIGNS THAT FOLLOW DIFFERENT SOLDIERS FROM VARIOUS NATIONS INVOLVED IN THE CONFLICT, INCLUDING AMERICAN, BRITISH, CANADIAN, AND RUSSIAN FORCES.

CALL OF DUTY

GAMER

CALL OF DUTY 2 2005

KEY FEATURES:

CAMPAIGN MODE: THE GAME FEATURES A SINGLE-PLAYER CAMPAIGN DIVIDED INTO SEVERAL MISSIONS THAT FOCUS ON THE EXPERIENCES OF DIFFERENT SOLDIERS.

PLAYERS ENGAGE IN VARIOUS BATTLES ACROSS EUROPE, SHOWCASING KEY EVENTS OF THE WAR.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY 2 2005

MULTIPLAYER: "CALL OF DUTY 2" WAS WELL-KNOWN FOR ITS MULTIPLAYER MODE, WHICH ALLOWED PLAYERS TO COMPETE AGAINST EACH OTHER IN VARIOUS GAME TYPES ACROSS SEVERAL MAPS. THE GAME SUPPORTED BOTH LOCAL AND ONLINE MULTIPLAYER GAMEPLAY.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 2 2005

GRAPHICS AND GAMEPLAY: AT THE TIME OF ITS RELEASE, "CALL OF DUTY 2" WAS PRAISED FOR ITS GRAPHICS, SOUND DESIGN, AND GAMEPLAY MECHANICS. IT FEATURED IMPROVED AI, ENHANCED WEAPON MECHANICS, AND A MORE IMMERSIVE EXPERIENCE.

RECEPTION: THE GAME RECEIVED CRITICAL ACCLAIM UPON RELEASE, WITH PRAISE FOR ITS GRAPHICS, GAMEPLAY, AND THE WAY IT CAPTURED THE INTENSITY OF WARTIME EXPERIENCES. IT WON SEVERAL AWARDS AND BECAME ONE OF THE DEFINING TITLES IN THE FIRST-PERSON SHOOTER GENRE.

CALL OF DUTY

GAMER

CALL OF DUTY 2 2005

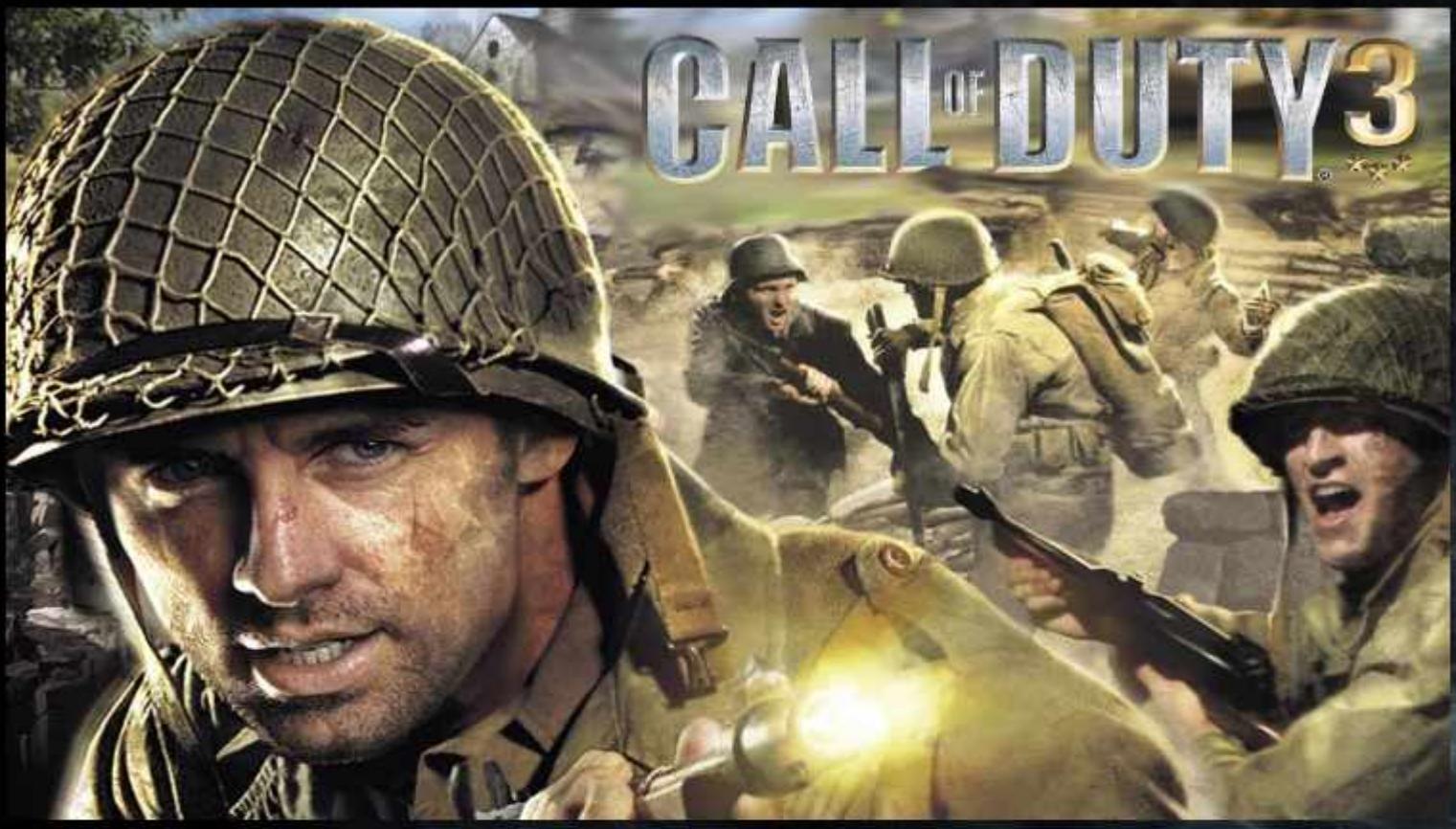
THE SUCCESS OF "CALL OF DUTY 2" HELPED SOLIDIFY THE "CALL OF DUTY" FRANCHISE, LEADING TO NUMEROUS SEQUELS AND SPIN-OFFS IN THE YEARS THAT FOLLOWED.

IT LAID THE GROUNDWORK FOR FUTURE TITLES IN THE SERIES, ESTABLISHING A FORMULA THAT MANY OTHER GAMES WOULD FOLLOW.

CALL OF DUTY

CALL OF DUTY

GAMER

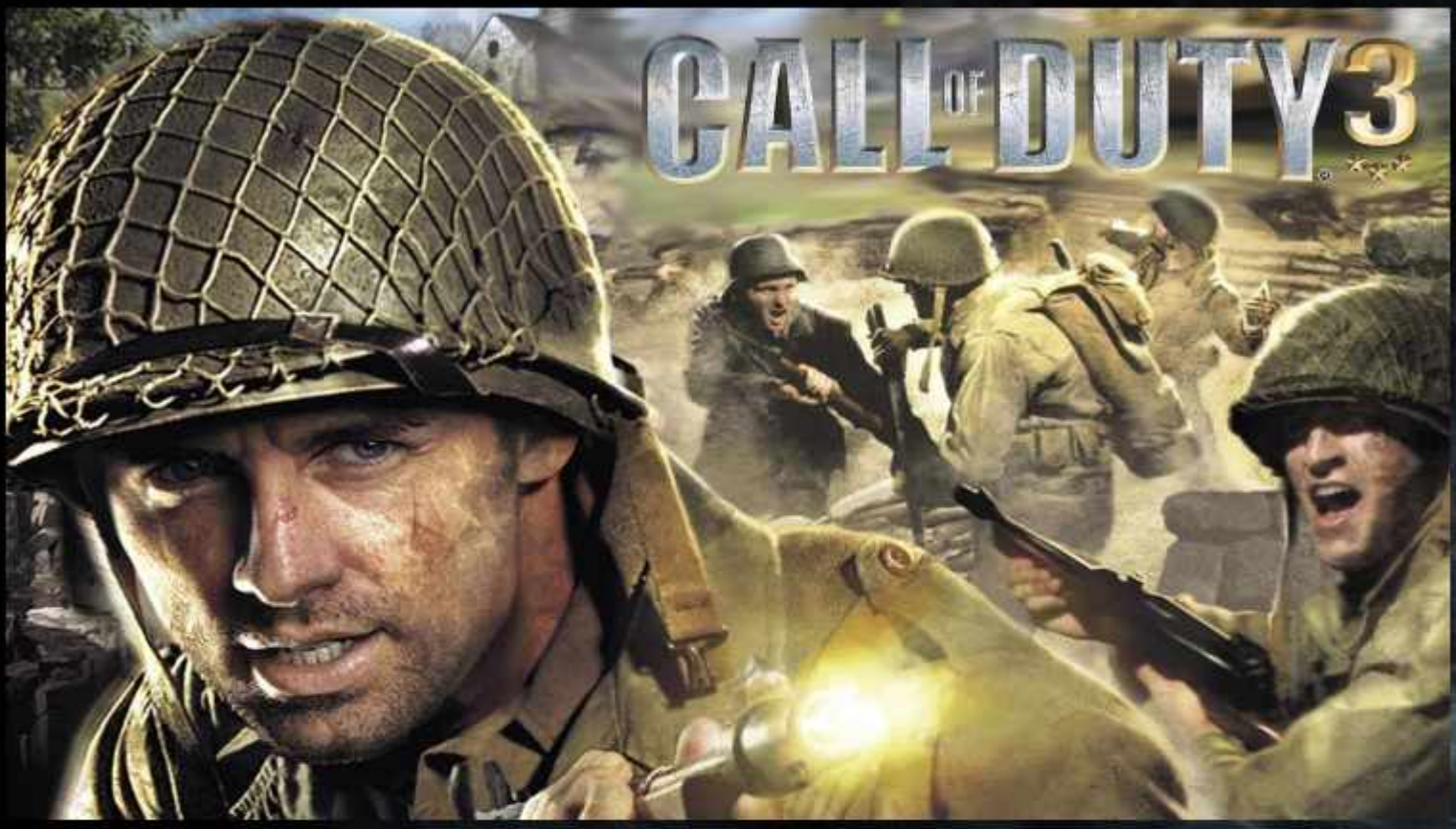


CALL OF DUTY 3 2006

THE GAME'S SINGLE-PLAYER CAMPAIGN IS LINEAR, WITH EACH CHARACTER'S STORYLINE BEING A SELF-CONTAINED SEGMENT.

THE GAME RECEIVED MIXED REVIEWS FROM CRITICS AND FANS ALIKE, WITH MANY PRAISING ITS MULTIPLAYER FEATURES BUT CRITICIZING THE WEAK STORYLINE AND THE COVER SYSTEM, CALLING IT 'UNREFINED.'

CALL OF DUTY



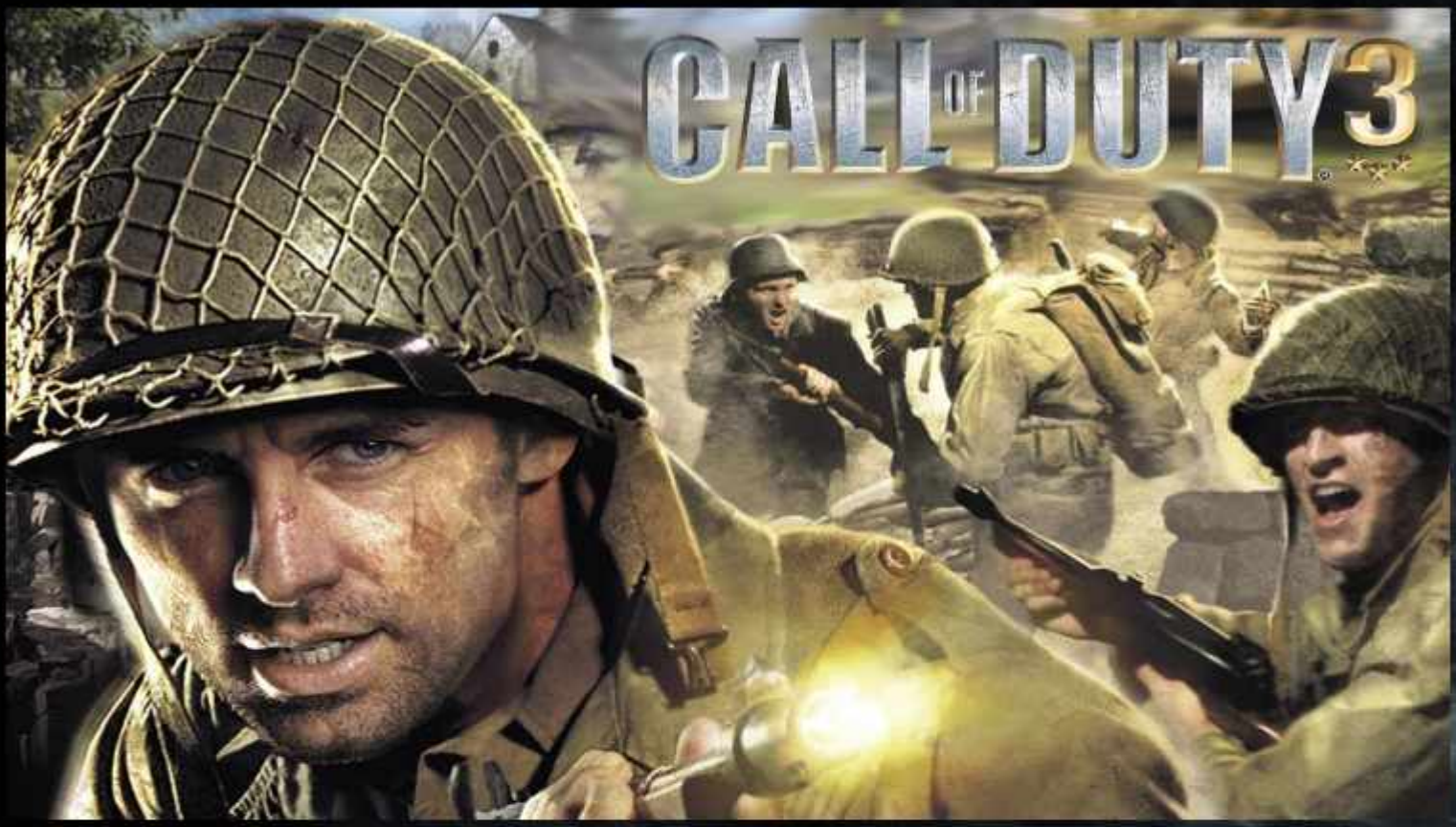
CALL OF DUTY 3 2006

THE GAME'S VISUALS AND SOUND DESIGN ALSO RECEIVED SOME CRITICISM, ESPECIALLY WHEN COMPARED TO OTHER FIRST-PERSON SHOOTER GAMES AT THE TIME.

CALL OF DUTY 3 WAS A MAJOR ENTRY IN THE CALL OF DUTY SERIES, INTRODUCING A NEW GAMEPLAY MECHANIC THAT WOULD BE REFINED IN THE SUBSEQUENT TITLES.

CALL OF DUTY

GAMER



CALL OF DUTY 3 2006

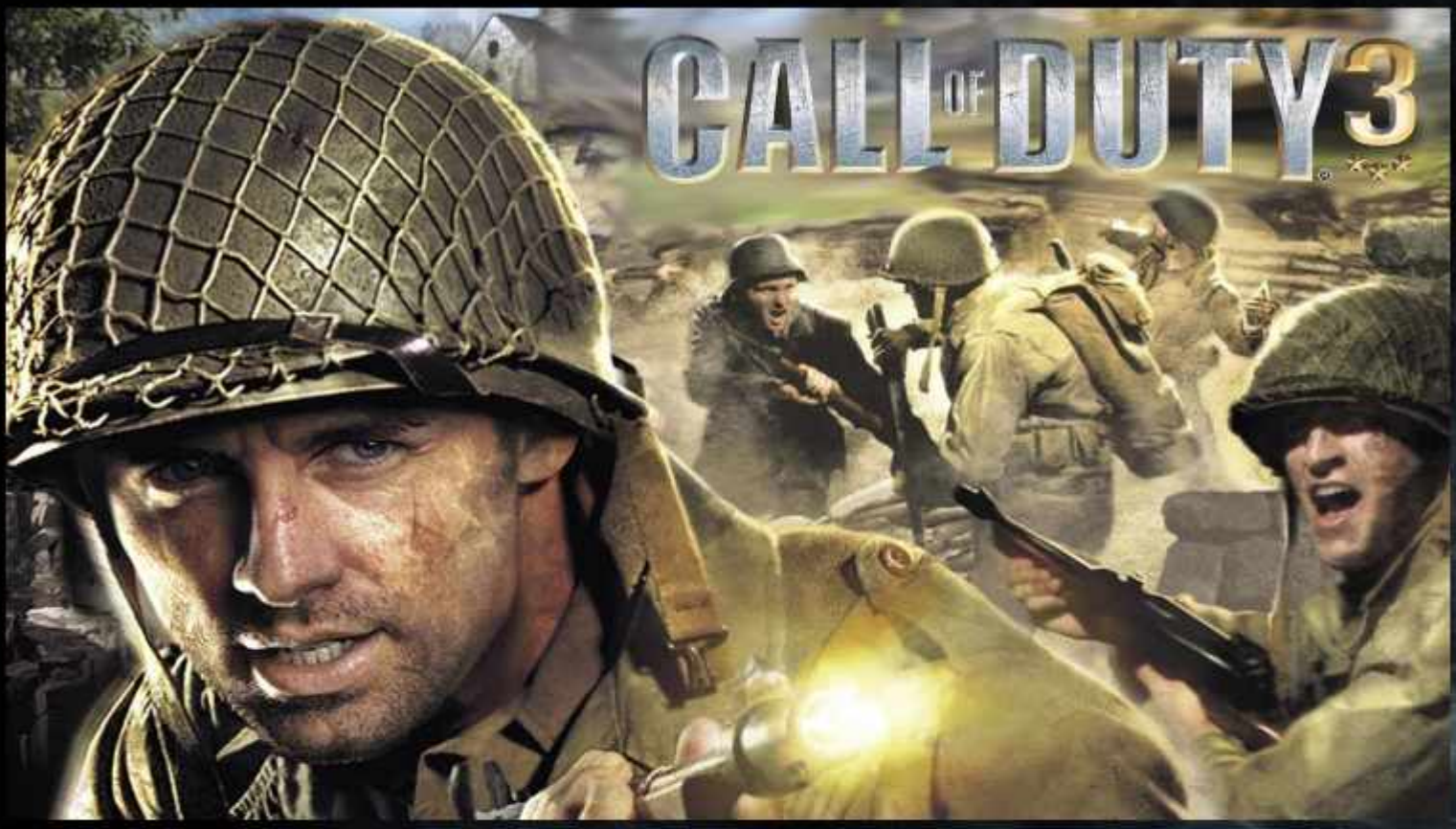
ALTHOUGH NOT CONSIDERED ONE OF THE STRONGEST ENTRIES IN THE SERIES, IT LAID THE GROUNDWORK FOR THE SERIES' FUTURE SUCCESS AND PAVED THE WAY FOR TREYARCH'S OWN CONTRIBUTIONS TO THE FRANCHISE.

OVERALL, CALL OF DUTY 3 IS A SOLID, YET FLAWED ENTRY IN THE POPULAR FRANCHISE. ITS MULTIPLAYER FEATURES REMAIN POPULAR, AND ITS INFLUENCE CAN STILL BE SEEN IN MODERN FIRST-PERSON SHOOTERS.

CALL OF DUTY

CALL OF DUTY

GAMER



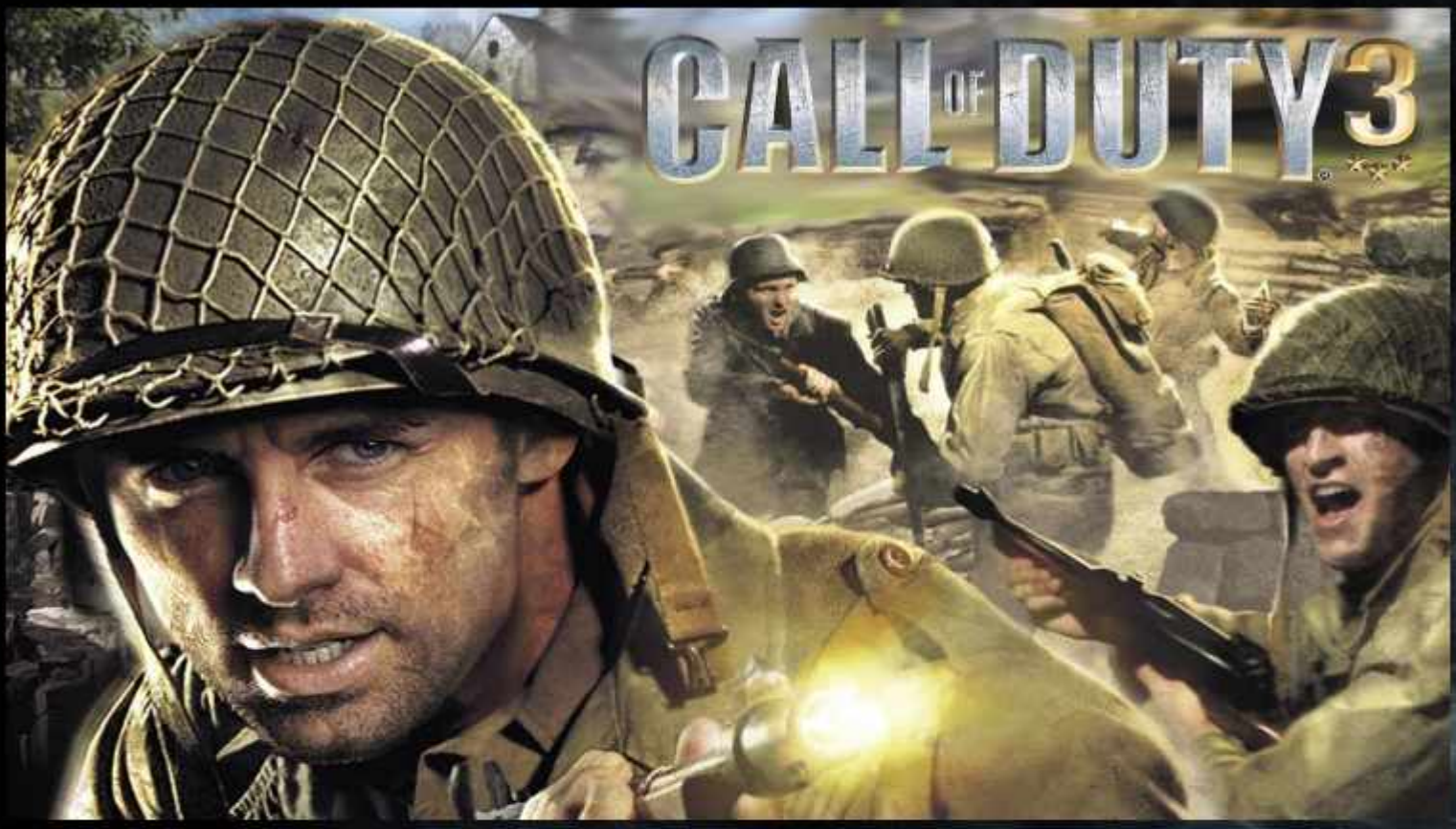
CALL OF DUTY 3 2006

CALL OF DUTY 3 IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY TREYARCH AND PUBLISHED BY ACTIVISION.

IT WAS INITIALLY RELEASED ON NOVEMBER 7, 2006, FOR SEVERAL PLATFORMS INCLUDING PLAYSTATION 2, PLAYSTATION 3, WII, XBOX 360, GAME CUBE, AND MICROSOFT WINDOWS.

THE GAME IS SET IN THE EUROPEAN THEATER OF WORLD WAR II AND FEATURES FOUR PLAYABLE CHARACTERS IN DIFFERENT COUNTRIES GERMANY, FRANCE, THE NETHERLANDS, AND BRITAIN.

CALL OF DUTY GAMER



CALL OF DUTY 3 2006

THE GAMEPLAY INTRODUCED A NEW 'COVER SYSTEM,' WHERE PLAYERS COULD MOVE FROM BEHIND COVER TO TAKE ADVANTAGE OF ITS PROTECTION FROM ENEMY FIRE.

MULTIPLAYER FEATURES WERE ALSO INTRODUCED, ALLOWING PLAYERS TO ENGAGE IN DEATH MATCH AND TEAM DEATH MATCH GAMEPLAY.

THE GAME'S SINGLE-PLAYER CAMPAIGN IS LINEAR, WITH EACH CHARACTER'S STORYLINE BEING A SELF-CONTAINED SEGMENT.

CALL OF DUTY GAMER

CALL OF DUTY ROADS TO VICTORY 2007

"CALL OF DUTY: ROADS TO VICTORY" IS A FIRST-PERSON SHOOTER VIDEO GAME RELEASED IN 2007 FOR THE PLAYSTATION PORTABLE (PSP).

IT IS PART OF THE POPULAR "CALL OF DUTY" FRANCHISE AND SERVES AS THE PORTABLE VERSION OF THE FRANCHISE DURING THAT PERIOD.

HERE ARE SOME KEY DETAILS ABOUT

SETTING: THE GAME IS SET DURING WORLD WAR II, FOCUSING ON VARIOUS CAMPAIGNS THROUGH EUROPE.

CALL OF DUTY

CALL OF DUTY ROADS TO VICTORY 2007

SINGLE-PLAYER MODE: PLAYERS CAN ENGAGE IN A SERIES OF MISSIONS THAT FOLLOW DIFFERENT SOLDIERS' PERSPECTIVES, SIMILAR TO OTHER TITLES IN THE FRANCHISE.

MULTIPLAYER MODE: "ROADS TO VICTORY" OFFERS A MULTIPLAYER OPTION WHERE PLAYERS CAN COMPETE AGAINST EACH OTHER USING AD-HOC WIRELESS CONNECTIONS OR OVER THE INTERNET.

CONTROLS: ADAPTED FOR THE PSP, THE GAME FEATURES CONTROLS THAT UTILIZE THE HANDHELD'S BUTTONS AND ANALOG STICK FOR GAMEPLAY.

THE GAME RECEIVED MIXED REVIEWS FROM CRITICS, WITH SOME PRAISING ITS GRAPHICS AND GAMEPLAY FOR A HANDHELD DEVICE WHILE OTHERS CRITICIZED THE AI AND SOME DESIGN CHOICES.

IT WAS NOTED FOR ITS ATTEMPT TO BRING THE "CALL OF DUTY" EXPERIENCE TO A PORTABLE PLATFORM, ALTHOUGH IT WASN'T AS WELL-RECEIVED AS ITS CONSOLE COUNTERPARTS.

CALL OF DUTY

GAMER

CALL OF DUTY ROADS TO VICTORY 2007

WEAPONS AND VEHICLES: THE GAME INCLUDES A VARIETY OF WORLD WAR II-ERA WEAPONS AND VEHICLES THAT PLAYERS CAN USE THROUGHOUT MISSIONS.

MISSION VARIETY: PLAYERS ENCOUNTER DIFFERENT OBJECTIVES THAT MAY INCLUDE ELIMINATING ENEMIES, CAPTURING OBJECTIVES, AND MORE.

WHILE NOT AS ICONIC AS SOME OF THE MAINLINE "CALL OF DUTY" TITLES, "ROADS TO VICTORY" CONTRIBUTED TO THE EXPANSION OF THE FRANCHISE INTO PORTABLE GAMING.

OVERALL, "CALL OF DUTY: ROADS TO VICTORY" IS AN INTERESTING INSTALLMENT FOR FANS OF THE SERIES, THOUGH IT HAS OFTEN BEEN OVERSHADOWED BY THE MORE PROMINENT ENTRIES ON CONSOLES AND PC.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 4 MODERN WARFARE 2007

"CALL OF DUTY 4: MODERN WARFARE," RELEASED IN 2007, IS A FIRST-PERSON SHOOTER DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION.

IT MARKED A SIGNIFICANT SHIFT FOR THE "CALL OF DUTY" FRANCHISE, MOVING FROM ITS TRADITIONAL WORLD WAR II SETTING TO A CONTEMPORARY MODERN WARFARE BACKDROP.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 4 MODERN WARFARE 2007

KEY FEATURES AND HIGHLIGHTS:

MODERN SETTING: THE GAME IS SET IN A FICTIONAL CONFLICT IN THE MIDDLE EAST AND RUSSIA, FOCUSING ON A TERRORIST ORGANIZATION

SINGLE-PLAYER CAMPAIGN: THE CAMPAIGN FEATURES MULTIPLE PERSPECTIVES, PRIMARILY FOLLOWING A BRITISH SAS SOLDIER, LT. JOHN "SOAP" MACTAVISH, AND A U.S. MARINE, SGT. PAUL JACKSON.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 4 MODERN WARFARE 2007

MULTIPLAYER: THE MULTIPLAYER MODE WAS A SIGNIFICANT DRAW, INTRODUCING PERKS, KILLSTREAKS, AND VARIOUS COMPETITIVE GAME MODES.

THE PROGRESSION SYSTEM ALLOWED PLAYERS TO UNLOCK WEAPONS AND CUSTOMIZATION OPTIONS, LEADING TO A HIGHLY ENGAGING ONLINE EXPERIENCE.

GRAPHICS AND GAMEPLAY: AT ITS RELEASE, THE GAME WAS PRAISED FOR ITS IMPRESSIVE GRAPHICS AND SMOOTH GAMEPLAY.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY 4 MODERN WARFARE 2007

THE USE OF REALISTIC SOUND DESIGN AND ANIMATION ADDED TO THE IMMERSIVE EXPERIENCE.

LEGACY: "CALL OF DUTY 4: MODERN WARFARE" RECEIVED CRITICAL ACCLAIM AND IS OFTEN CREDITED WITH REVOLUTIONIZING FIRST-PERSON SHOOTERS. IT SET A NEW STANDARD FOR MULTIPLAYER GAMING AND PAVED THE WAY FOR SUBSEQUENT ENTRIES IN THE SERIES, WHICH CONTINUED TO EXPLORE MODERN WARFARE THEMES.

CALL OF DUTY

CALL OF DUTY GAMER

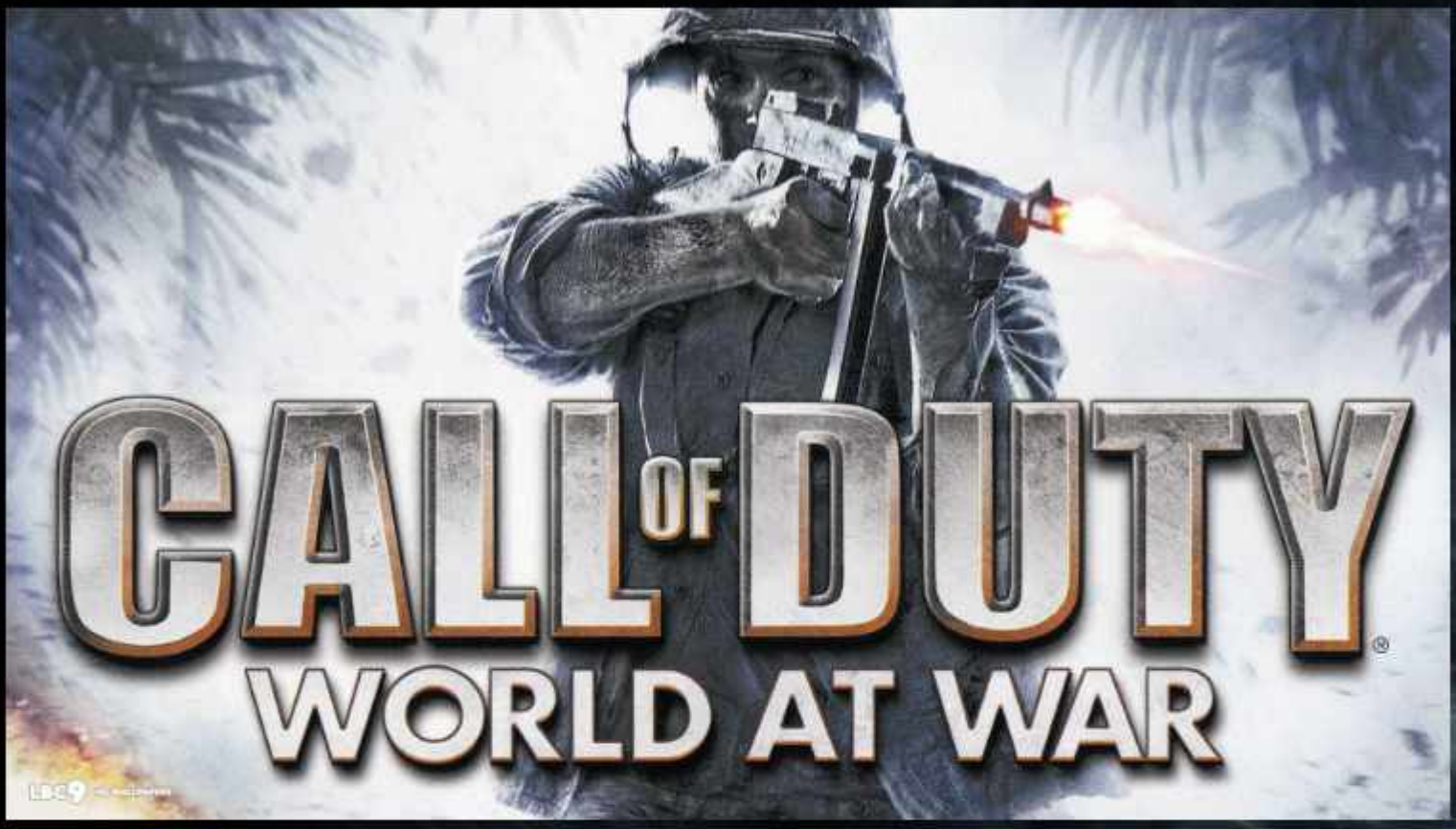
CALL OF DUTY 4 MODERN WARFARE 2007

REMASTER: IN 2016, A REMASTERED VERSION OF "CALL OF DUTY 4: MODERN WARFARE" WAS RELEASED ALONGSIDE "INFINITE WARFARE," BRINGING UPDATED GRAPHICS AND GAMEPLAY ENHANCEMENTS TO A NEW GENERATION OF PLAYERS.

OVERALL, "CALL OF DUTY 4: MODERN WARFARE" REMAINS A LANDMARK TITLE IN GAMING HISTORY, INFLUENTIAL BOTH FOR ITS STORYTELLING AND ITS MULTIPLAYER INNOVATIONS.

CALL OF DUTY

CALL OF DUTY GAMER



CALL OF DUTY WORLD AT WAR 2008

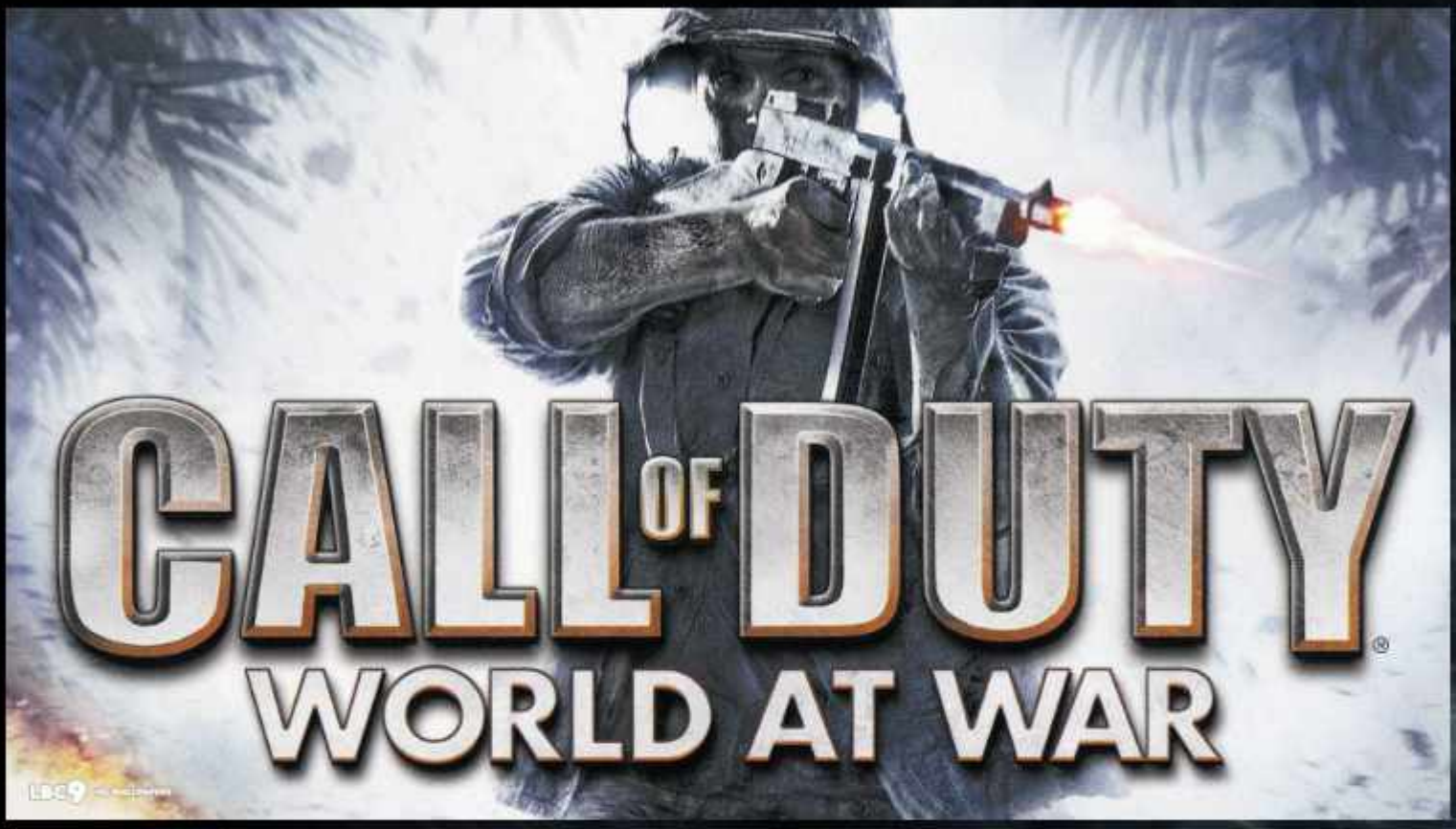
"CALL OF DUTY: WORLD AT WAR," RELEASED IN 2008, IS THE FIFTH INSTALLMENT IN THE CALL OF DUTY SERIES AND WAS DEVELOPED BY TREYARCH.

SET DURING WORLD WAR II, THE GAME TAKES PLAYERS THROUGH MULTIPLE THEATERS OF WAR, INCLUDING THE PACIFIC AND EASTERN FRONTS, FEATURING BOTH SINGLE-PLAYER AND MULTIPLAYER MODES.

CALL OF DUTY

CALL OF DUTY

GAMER



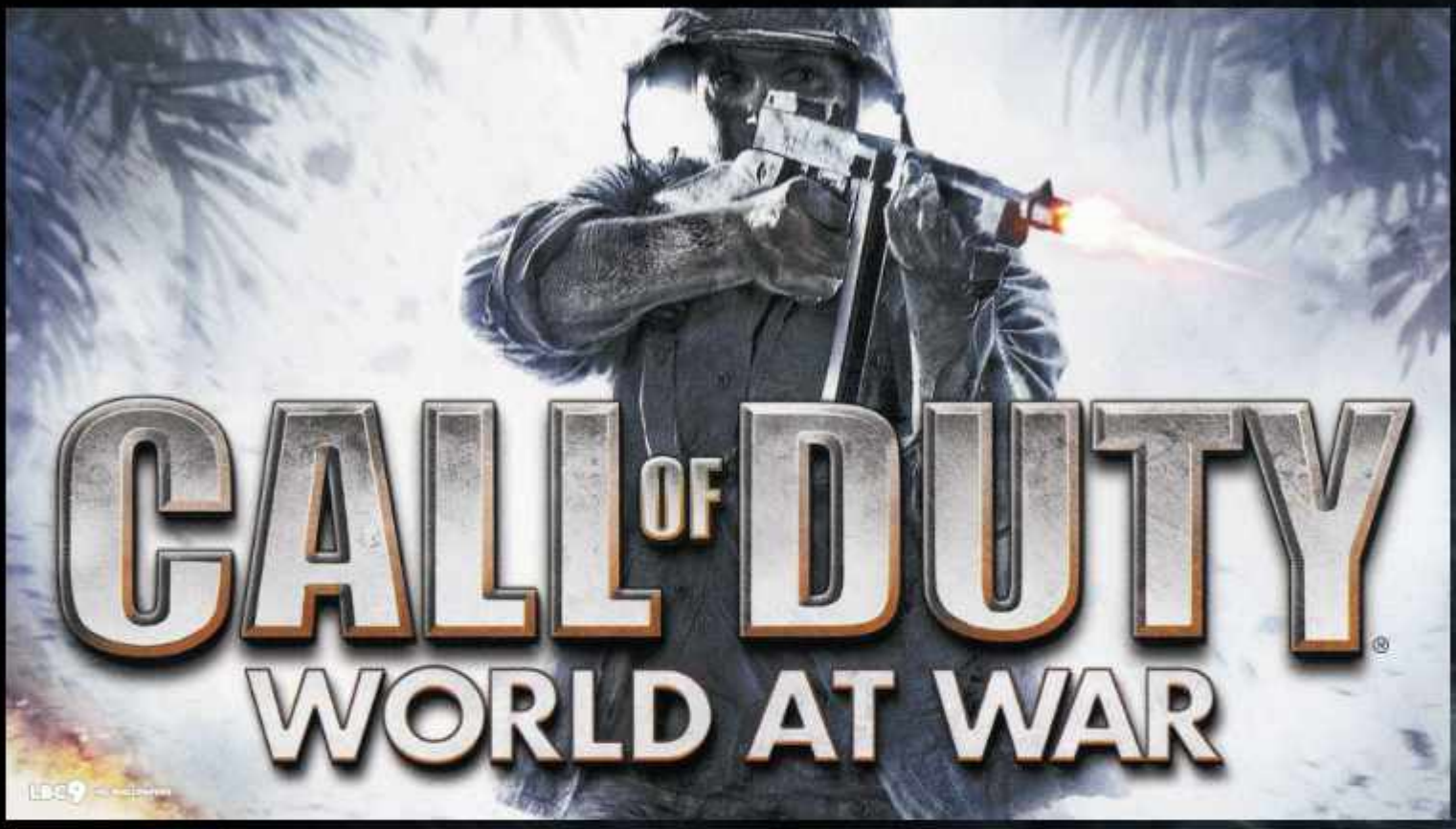
CALL OF DUTY 'WORLD AT 'WAR 2008

STORY CAMPAIGN: THE SINGLE-PLAYER CAMPAIGN FOLLOWS THE EXPERIENCES OF SOLDIERS IN BOTH THE PACIFIC AND EUROPEAN THEATERS. PLAYERS ASSUME THE ROLES OF VARIOUS CHARACTERS, INCLUDING A U.S. MARINE AND A SOVIET SOLDIER, FACING OFF AGAINST JAPANESE AND GERMAN FORCES.

ZOMBIES MODE: "'WORLD AT 'WAR" IS NOTABLE FOR INTRODUCING THE "NAZI ZOMBIES" MODE, 'WHERE PLAYERS FEND OFF 'WAVES OF UNDEAD ENEMIES.

CALL OF DUTY

CALL OF DUTY GAMER



CALL OF DUTY 'WORLD AT 'WAR 2008

MULTIPLAYER: THE GAME INCLUDES A ROBUST MULTIPLAYER COMPONENT, OFFERING VARIOUS MODES AND MAPS.

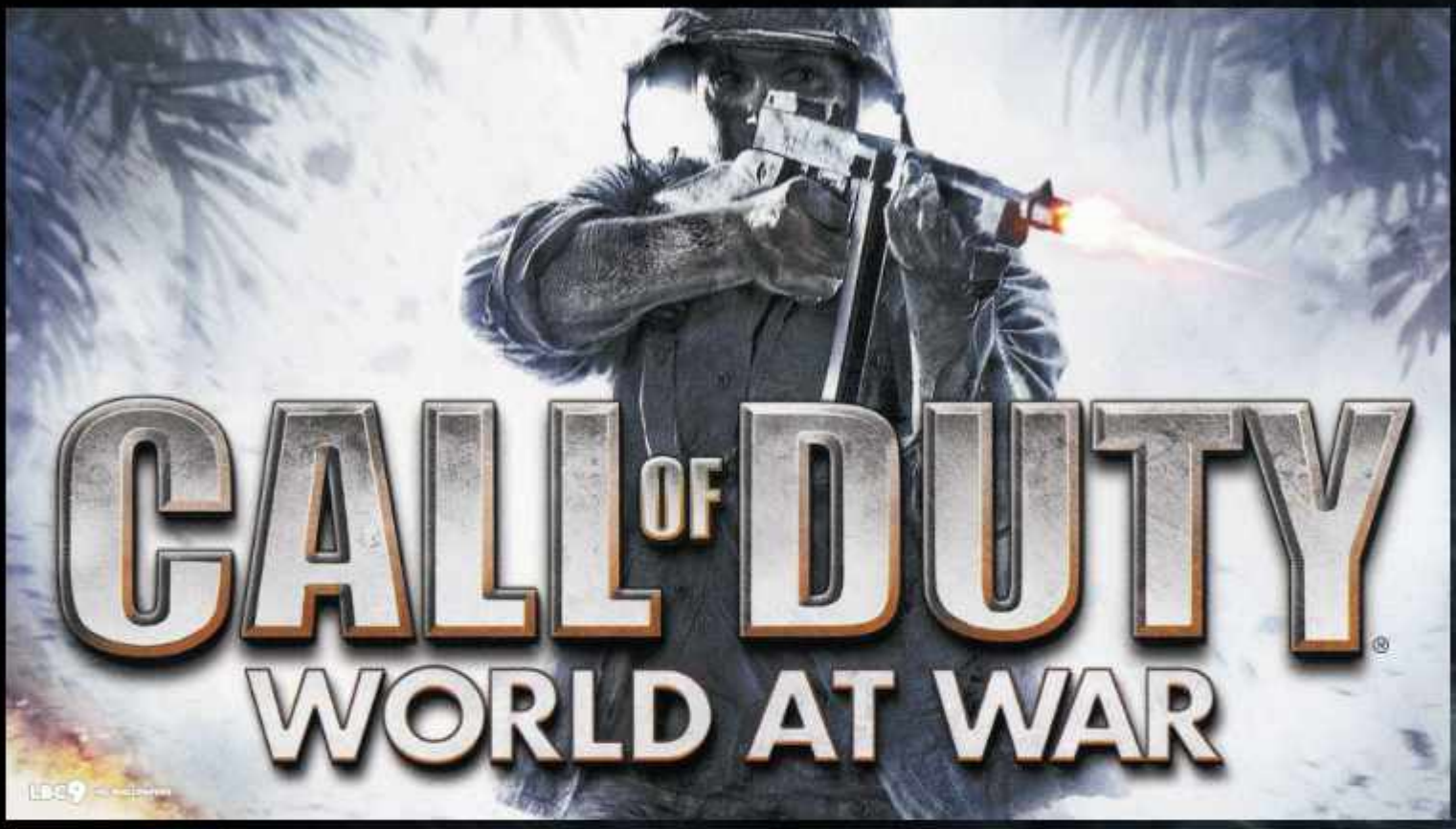
PLAYERS CAN CUSTOMIZE THEIR LOAD OUTS AND COMPETE AGAINST ONE ANOTHER IN VARIOUS GAMEPLAY STYLES.

GRAPHICS AND SOUND: UTILIZING THE SAME ENGINE AS ITS PREDECESSOR, "'WORLD AT 'WAR" FEATURED IMPROVED GRAPHICS AND SOUND DESIGN, ENHANCING THE IMMERSION OF THE 'WARTIME SETTING.

CALL OF DUTY

CALL OF DUTY

GAMER



CALL OF DUTY 'WORLD AT 'WAR 2008

CO-OP PLAY: THE CAMPAIGN CAN ALSO BE PLAYED COOPERATIVELY.

ALLOWING PLAYERS TO TEAM UP 'WITH FRIENDS TO COMPLETE MISSIONS TOGETHER.

"CALL OF DUTY: 'WORLD AT 'WAR" RECEIVED GENERALLY POSITIVE REVIE'WS FOR ITS ENGAGING GAMEPLAY.

STRONG NARRATIVE, AND THE INTRODUCTION OF ZOMBIES, SOLIDIFYING ITS PLACE IN THE FRANCHISE'S HISTORY.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

"CALL OF DUTY: MODERN WARFARE 2" IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION. RELEASED ON NOVEMBER 10, 2009, IT IS THE SIXTH INSTALLMENT IN THE CALL OF DUTY SERIES AND A DIRECT SEQUEL TO "CALL OF DUTY 4: MODERN WARFARE."

SINGLE-PLAYER CAMPAIGN: THE GAME FEATURES A GRIPPING SINGLE-PLAYER STORYLINE THAT FOLLOWS VARIOUS CHARACTERS.

CALL OF DUTY MODERN WARFARE 2

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

PRIMARILY FOCUSING ON TASK FORCE 141, LED BY CAPTAIN JOHN PRICE. THE STORY EXPLORES THEMES OF TERRORISM, BETRAYAL, AND GLOBAL CONFLICT.

MULTIPLAYER MODE: "MODERN WARFARE 2" IS WELL-KNOWN FOR ITS ROBUST MULTIPLAYER COMPONENT, WHICH INCLUDES VARIOUS GAME MODES, CUSTOMIZABLE LOAD OUTS, AND A PROGRESSION SYSTEM THAT REWARDS PLAYERS WITH NEW WEAPONS, PERKS, AND EQUIPMENT.

CALL OF DUTY MODERN WARFARE 2

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

THE GAME INTRODUCED MANY FEATURES THAT BECAME STAPLES IN FUTURE INSTALLMENTS OF THE SERIES.

SPECIAL OPS MODE: THIS CO-OP MODE ALLOWS PLAYERS TO TACKLE A SERIES OF MISSIONS THAT RANGE FROM STEALTH OPERATIONS TO ALL-OUT ASSAULTS, OFTEN REQUIRING TEAMWORK AND STRATEGIC PLANNING.

CONTROVERSIES: THE GAME HAD ITS SHARE OF CONTROVERSIES, PARTICULARLY OVER THE "NO RUSSIAN" MISSION.

CALL OF DUTY MODERN WARFARE 2

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

WHERE PLAYERS CONTROL A CHARACTER INVOLVED IN A TERRORIST ATTACK ON A CIVILIAN AIRPORT. THIS SPARKED DISCUSSIONS ABOUT VIOLENCE IN VIDEO GAMES AND THEIR POTENTIAL IMPACT ON SOCIETY.

GAMEPLAY MECHANICS: THE GAME FEATURES ENHANCED GAMEPLAY MECHANICS, INCLUDING A NEW KILL STREAK REWARD SYSTEM, WHICH ALLOWED PLAYERS TO EARN POWERFUL REWARDS LIKE AIRSTRIKES AND HELICOPTERS FOR CONSECUTIVE KILLS WITHOUT DYING.

CALL OF DUTY MODERN WARFARE 2

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

GRAPHICS AND SOUND: AT THE TIME OF ITS RELEASE, "MODERN WARFARE 2" WAS PRAISED FOR ITS GRAPHICS, SOUND DESIGN, AND CINEMATIC PRESENTATION.

CULTURAL IMPACT:

"MODERN WARFARE 2" RECEIVED CRITICAL ACCLAIM AND COMMERCIAL SUCCESS, BECOMING ONE OF THE BEST-SELLING VIDEO GAMES OF ALL TIME.

CALL OF DUTY MODERN WARFARE 2

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2009

IT SIGNIFICANTLY SHAPED THE MULTIPLAYER GAMING LANDSCAPE AND LEFT A LASTING LEGACY WITHIN THE CALL OF DUTY FRANCHISE AND THE FIRST-PERSON SHOOTER GENRE AS A WHOLE.

IF YOU HAVE ANY SPECIFIC QUESTIONS ABOUT THE GAME OR WANT TO KNOW ABOUT PARTICULAR ASPECTS, FEEL FREE TO ASK!

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

"CALL OF DUTY: MODERN WARFARE 3" IS A FIRST-PERSON SHOOTER VIDEO GAME RELEASED IN 2011. IT IS THE THIRD INSTALLMENT IN THE "MODERN WARFARE" SUB-SERIES OF THE "CALL OF DUTY" FRANCHISE, DEVELOPED BY INFINITY WARD AND SLEDGEHAMMER GAMES AND PUBLISHED BY ACTIVISION.

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

CAMPAIGN MODE: THE SINGLE-PLAYER CAMPAIGN CONTINUES THE STORY FROM "MODERN WARFARE 2," FOLLOWING CHARACTERS LIKE CAPTAIN PRICE AND SOAP MACTAVISH AS THEY COMBAT A GLOBAL TERRORIST THREAT.

THE STORYLINE IS ACTION-PACKED AND FEATURES VARIOUS LOCATIONS AROUND THE WORLD.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

MULTIPLAYER MODE: MODERN WARFARE 3'S MULTIPLAYER MODE INCLUDES NEW MAPS, MODES, AND FEATURES. IT INTRODUCED "KILL CONFIRMED," A MODE THAT REQUIRES PLAYERS TO COLLECT DOG TAGS FROM FALLEN ENEMIES. THE GAME ALSO RETAINED THE POPULAR PERKS AND CUSTOMIZATION OPTIONS FROM PREVIOUS TITLES.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

SPEC OPS: THE GAME FEATURES A COOPERATIVE MODE CALLED "SPECIAL OPS" WHERE PLAYERS CAN COMPLETE A VARIETY OF MISSIONS AND CHALLENGES EITHER ALONE OR WITH FRIENDS.

GRAPHICS AND GAMEPLAY: THE GAME UTILIZED AN IMPROVED VERSION OF THE ENGINE USED IN ITS PREDECESSORS, OFFERING ENHANCED GRAPHICS AND SMOOTHER GAMEPLAY MECHANICS.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

RECEPTION: "MODERN WARFARE 3" RECEIVED GENERALLY POSITIVE REVIEWS FOR ITS ENGAGING CAMPAIGN, ROBUST MULTIPLAYER EXPERIENCE, AND OVERALL PRODUCTION QUALITY. IT WAS PRAISED FOR ITS ACTION-PACKED GAMEPLAY BUT RECEIVED SOME CRITICISM FOR NOT SIGNIFICANTLY INNOVATING COMPARED TO ITS PREDECESSORS.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2011

THE GAME WAS A COMMERCIAL SUCCESS, CONTRIBUTING TO THE ONGOING POPULARITY OF THE "CALL OF DUTY" FRANCHISE. IT SET RECORDS FOR SALES UPON RELEASE AND REMAINS A NOTABLE TITLE IN THE FRANCHISE'S HISTORY.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY GHOSTS 2013"

CALL OF DUTY: GHOSTS" IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION. RELEASED IN NOVEMBER 2013. IT IS THE TENTH PRIMARY INSTALLMENT IN THE "CALL OF DUTY" SERIES AND IS SET IN A POST-APOCALYPTIC WORLD FOLLOWING A CATASTROPHIC EVENT THAT DECIMATES MUCH OF THE GLOBAL POWER STRUCTURE.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY GHOSTS 2013"

THE GAME S NARRATIVE REVOLVES AROUND A POWERFUL MILITARY GROUP KNOWN AS "FEDERATION," WHICH HAS TAKEN CONTROL OVER MUCH OF SOUTH AMERICA AFTER A DEVASTATING EVENT. PLAYERS CONTROL A CHARACTER NAMED LOGAN WALKER, WHO, ALONG WITH HIS BROTHER AND FATHER, FIGHTS AGAINST THE FEDERATION.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY GHOSTS 2013"

GAMEPLAY MECHANICS:

"GHOSTS" FEATURES THE TRADITIONAL FIRST-PERSON SHOOTER MECHANICS WITH NEW ADDITIONS SUCH AS THE SLIDE MECHANIC AND THE INTRODUCTION OF CONTROLLABLE DOGS (RILEY) THAT ASSIST PLAYERS IN COMBAT.

THE GAME INCLUDES VARIOUS ENVIRONMENTS, BOTH URBAN AND RURAL, AND EMPHASIZES TACTICAL GAMEPLAY.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY GHOSTS 2013"

THE MULTIPLAYER MODE INTRODUCES SEVERAL NEW FEATURES, INCLUDING THE "SQUADS" MODE, WHICH ALLOWS PLAYERS TO CREATE A SQUAD OF AI-CONTROLLED SOLDIERS OR COMPETE AGAINST OTHERS IN VARIOUS GAME MODES.

IT ALSO FEATURES NEW MAPS, WEAPONS, AND GAME MODES, INCLUDING THE RETURN OF CUSTOMIZABLE CHARACTER LOAD OUTS.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY GHOSTS 2013"

EXTINCTION MODE:

A COOPERATIVE MODE SIMILAR TO THE ZOMBIES MODE IN PREVIOUS ENTRIES, WHERE PLAYERS TEAM UP TO FEND OFF WAVES OF ALIEN CREATURES WHILE COMPLETING OBJECTIVES.

VISUALS AND ENGINE:

"GHOSTS" INTRODUCED THE "NEXT-GEN" ENGINE,

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY GHOSTS 2013"

WHICH AIMED TO TAKE ADVANTAGE OF THE HARDWARE CAPABILITIES OF THE NOW-CURRENT GENERATION CONSOLES (PLAYSTATION 4 AND XBOX ONE).

RECEPTION:

WHILE THE GAME RECEIVED MIXED TO POSITIVE REVIEWS, CRITICS NOTED ITS MULTIPLAYER MODE AND VISUAL FIDELITY, BUT SOME FELT THAT THE SINGLE-PLAYER CAMPAIGN WAS LACKING IN INNOVATION COMPARED TO PREVIOUS TITLES.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY GHOSTS 2013"

"CALL OF DUTY: GHOSTS" IS NOTABLE FOR BEING ONE OF THE FIRST ENTRIES IN THE SERIES TO BE RELEASED ON THE PLAYSTATION 4 AND XBOX ONE, MARKING A NEW ERA IN GAMING GRAPHICS AND TECHNOLOGY.

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY ADVANCED WARFARE 2014

"CALL OF DUTY: ADVANCED WARFARE" IS A FIRST-PERSON SHOOTER VIDEO GAME THAT WAS RELEASED ON NOVEMBER 4, 2014. DEVELOPED BY SLEDGEHAMMER GAMES AND PUBLISHED BY ACTIVISION.

IT IS THE ELEVENTH MAIN INSTALLMENT IN THE "CALL OF DUTY" SERIES.

CALL OF DUTY ADVANCED WARFARE

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY ADVANCED WARFARE 2014

THE GAME FEATURES A FUTURISTIC SETTING SET IN THE YEAR 2054 AND PRIMARILY REVOLVES AROUND THE USE OF ADVANCED TECHNOLOGY IN WARFARE, INCLUDING EXOSKELETON SUITS THAT ENHANCE SOLDIERS' PHYSICAL CAPABILITIES.

SETTING AND STORY: THE CAMPAIGN FOLLOWS THE STORY OF PRIVATE JACK MITCHELL, WHO JOINS THE PRIVATE MILITARY CORPORATION ATLAS.

CALL OF DUTY ADVANCED WARFARE

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY ADVANCED WARFARE 2014

EXO MOVEMENT: THE INTRODUCTION OF THE EXOSKELETONS ALLOWS FOR ENHANCED MOVEMENT CAPABILITIES, SUCH AS DOUBLE JUMPS, DASHES, AND WALL RUNS, ADDING A LAYER OF VERTICALITY AND AGILITY TO THE GAMEPLAY.

MULTIPLAYER: "ADVANCED WARFARE" FEATURES A ROBUST MULTIPLAYER MODE WITH NEW GAME MECHANICS, SUCH AS THE ADDITION OF NEW GAME MODES,

CALL OF DUTY ADVANCED WARFARE

CALL OF DUTY

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GAMER

CALL OF DUTY ADVANCED WARFARE 2014

CUSTOMIZABLE LOAD OUTS, AND SUPPLY DROPS THAT INTRODUCE UNLOCKABLE GEAR, WEAPONS, AND BONUSES.

WEAPONRY AND GADGETS: THE GAME SHOWCASES A VARIETY OF FUTURISTIC WEAPONS AND GADGETS, INCLUDING DIRECTED ENERGY WEAPONS AND DRONES, ENHANCING TACTICAL GAMEPLAY.

CALL OF DUTY ADVANCED WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY ADVANCED WARFARE 2014

MULTIPLAYER: "ADVANCED WARFARE" FEATURES A ROBUST MULTIPLAYER MODE WITH NEW GAME MECHANICS, SUCH AS THE ADDITION OF NEW GAME MODES, CUSTOMIZABLE LOAD OUTS, AND SUPPLY DROPS THAT INTRODUCE UNLOCKABLE GEAR, WEAPONS, AND BONUSES.

WEAPONRY AND GADGETS: THE GAME SHOWCASES A VARIETY OF FUTURISTIC WEAPONS AND GADGETS, INCLUDING DIRECTED ENERGY WEAPONS AND DRONES, ENHANCING TACTICAL GAMEPLAY.

CALL OF DUTY ADVANCED WARFARE

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY ADVANCED WARFARE 2014

CO-OP MODE: IN ADDITION TO THE SINGLE-PLAYER CAMPAIGN AND MULTIPLAYER, THE GAME OFFERS A COOPERATIVE MODE KNOWN AS "EXO SURVIVAL," WHERE PLAYERS CAN TEAM UP TO FEND OFF WAVES OF ENEMIES.

"CALL OF DUTY: ADVANCED WARFARE" WAS GENERALLY WELL-RECEIVED FOR ITS CAMPAIGN STORYTELLING, MULTIPLAYER INNOVATIONS, AND GRAPHICS.

CALL OF DUTY ADVANCED WARFARE

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CALL OF DUTY ADVANCED WARFARE 2014

ALTHOUGH OPINIONS ON ITS MULTIPLAYER BALANCE VARIED AMONG PLAYERS. IT MARKS A SIGNIFICANT DEPARTURE FROM THE HISTORICAL SETTINGS OF EARLIER ENTRIES IN THE SERIES, MOVING TOWARDS A HIGH-TECH FUTURE.

CALL OF DUTY
ADVANCED WARFARE

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OFF DUTY INFINITE WARFARE 2016

"CALL OF DUTY: INFINITE WARFARE" IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION. RELEASED ON NOVEMBER 4, 2016, IT IS THE 13TH PRIMARY INSTALLMENT IN THE CALL OF DUTY SERIES. THE GAME IS SET IN A FUTURISTIC UNIVERSE WITH A STORYLINE THAT REVOLVES AROUND A CONFLICT BETWEEN THE UNITED NATIONS SPACE ALLIANCE AND A MILITANT ORGANIZATION KNOWN AS THE SETTLEMENT DEFENSE FRONT.

CALL OF DUTY
INFINITE WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OFF DUTY INFINITE WARFARE 2016

CAMPAIGN MODE: THE SINGLE-PLAYER CAMPAIGN FOLLOWS CAPTAIN NICK REYES, WHO COMMANDS THE UNITED NATIONS SPACE ALLIANCE FORCES AGAINST THE SETTLEMENT DEFENSE FRONT.

MULTIPLAYER MODE: THE GAME FEATURES TRADITIONAL MULTIPLAYER MODES ALONG WITH NEW MECHANICS, SUCH AS COMBAT RIGS, WHICH SERVE AS CUSTOMIZABLE CLASSES, AND THE ABILITY TO UTILIZE VARIOUS FUTURISTIC WEAPONS AND GADGETS.

CALL OF DUTY INFINITE WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OFF DUTY INFINITE WARFARE 2016

ZOMBIES MODE: INFINITE WARFARE INCLUDES A COOPERATIVE ZOMBIES MODE, WHERE PLAYERS FIGHT AGAINST WAVES OF UNDEAD ENEMIES. THIS MODE FEATURES UNIQUE CHARACTERS.

SPACE COMBAT: THE GAME INTRODUCES SPACE BATTLES, ALLOWING PLAYERS TO PILOT VARIOUS SPACECRAFT AND ENGAGE IN ZERO-GRAVITY COMBAT, ADDING A NEW DIMENSION TO THE GAMEPLAY.

CALL OF DUTY INFINITE WARFARE

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OFF DUTY INFINITE WARFARE 2016

"CALL OF DUTY: INFINITE WARFARE" RECEIVED MIXED REVIEWS FROM CRITICS AND PLAYERS. WHILE PRAISED FOR ITS GRAPHICS, ENGAGING CAMPAIGN, AND INNOVATIVE GAMEPLAY MECHANICS, SOME CRITICIZED IT FOR STEPPING TOO FAR INTO SCIENCE FICTION, ESPECIALLY FOLLOWING THE MORE GROUNDED "CALL OF DUTY: MODERN WARFARE" SERIES.

CALL OF DUTY
INFINITE WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OFF DUTY INFINITE WARFARE 2016

THE GAME ALSO FACED BACKLASH DUE TO ITS FUTURISTIC SETTING, WHICH SOME FANS FELT STRAYED TOO FAR FROM THE FRANCHISE'S MILITARY ROOTS.

DESPITE THE MIXED REACTIONS, INFINITE WARFARE HAS GARNERED A DEDICATED FAN BASE AND REMAINS A SIGNIFICANT ENTRY IN THE CALL OF DUTY FRANCHISE.

CALL OF DUTY
INFINITE WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

"CALL OF DUTY: MODERN WARFARE," RELEASED IN OCTOBER 2019, IS A FIRST-PERSON SHOOTER DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION. THIS INSTALLMENT SERVES AS A SOFT REBOOT OF THE MODERN WARFARE SERIES AND BRINGS A MODERN, GRITTY NARRATIVE THAT REFLECTS CURRENT GLOBAL CONFLICTS.

CALL OF DUTY MW MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

CAMPAIGN MODE: THE SINGLE-PLAYER CAMPAIGN FOLLOWS A DIVERSE CAST OF CHARACTERS FROM DIFFERENT FACTIONS, INCLUDING THE CIA, BRITISH SPECIAL FORCES, AND THE URZIKSTANI LIBERATION FORCE. THE STORY TACKLES THEMES OF WAR, TERRORISM, AND MORAL AMBIGUITY, WITH A FOCUS ON REALISTIC PORTRAYALS OF COMBAT.

CALL OF DUTY MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

MULTIPLAYER: THE GAME FEATURES AN EXTENSIVE MULTIPLAYER MODE WITH VARIOUS MODES AND MAPS. IT INTRODUCED MECHANICS LIKE GUNFIGHT, A 2V2 MODE, AND EMPHASIZED TEAM-BASED GAMEPLAY. THE MULTIPLAYER EXPERIENCE IS HIGHLY CUSTOMIZABLE, WITH PLAYERS ABLE TO CREATE LOAD OUTS AND COSMETIC CHOICES.

CALL OF DUTY MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

SPECIAL OPS: THIS CO-OP MODE ALLOWS PLAYERS TO COMPLETE VARIOUS MISSIONS AND OBJECTIVES, OFTEN REQUIRING TEAMWORK AND STRATEGY.

GRAPHICS AND SOUND: MODERN WARFARE UTILIZES THE NEW IW ENGINE, PROVIDING ENHANCED GRAPHICS, ANIMATIONS, AND AUDIO DESIGN, CONTRIBUTING TO AN IMMERSIVE EXPERIENCE.

CALL OF DUTY MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

CROSS-PLATFORM PLAY: THE GAME SUPPORTS CROSS-PLATFORM PLAY, ENABLING PLAYERS ON DIFFERENT CONSOLES AND PCS TO PLAY TOGETHER.

REGULAR UPDATES: AFTER ITS LAUNCH, THE GAME RECEIVED MULTIPLE UPDATES, INTRODUCING NEW MAPS, MODES, AND SEASONAL CONTENT, WHICH HELPED MAINTAIN A VIBRANT PLAYER BASE.

CALL OF DUTY MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2019

"CALL OF DUTY: MODERN WARFARE" WAS GENERALLY WELL-RECEIVED, PRAISED FOR ITS ENGAGING CAMPAIGN, ROBUST MULTIPLAYER EXPERIENCE, AND TECHNICAL ADVANCEMENTS. HOWEVER, SOME CRITICISM WAS DIRECTED AT ASPECTS OF ITS NARRATIVE CHOICES AND REPRESENTATION OF SENSITIVE TOPICS.

OVERALL, "CALL OF DUTY: MODERN WARFARE" MARKED A SIGNIFICANT ENTRY IN THE SERIES,

CALL OF DUTY MW MODERN WARFARE

CALL OF DUTY

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

Call of Duty: WWII is a first-person shooter video game developed by Sledgehammer Games and published by Activision. Released in November 2017, it marked a return to the series' roots,

focusing on World War II after a series of futuristic settings in previous titles.

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

CAMPAIGN MODE: THE SINGLE-PLAYER CAMPAIGN FOCUSES ON THE EXPERIENCES OF THE 1ST INFANTRY DIVISION DURING THE ALLIED INVASION OF EUROPE. PLAYERS FOLLOW PRIVATE RONALD "RED" DANIELS AS HE FIGHTS THROUGH VARIOUS ICONIC BATTLES, INCLUDING D-DAY AND THE LIBERATION OF PARIS.

CALL OF DUTY

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

MULTIPLAYER: THE GAME FEATURES A ROBUST MULTIPLAYER COMPONENT WITH VARIOUS GAME MODES, INCLUDING TEAM DEATH-MATCH, DOMINATION, AND WAR, A NEW MODE EMPHASIZING OBJECTIVE-BASED GAMEPLAY. PLAYERS CAN CUSTOMIZE THEIR SOLDIERS, WEAPONS, AND LOAD-OUTS, AND THE GAME RETURNS TO A MORE CLASSIC, BOOTS-ON-THE-GROUND GAMEPLAY STYLE.

CALL OF DUTY WWII

CALL OF DUTY

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

ZOMBIES MODE: CALL OF DUTY: WWII ALSO OFFERS A CO-OP "ZOMBIES" MODE SET IN A DARK NARRATIVE INVOLVING HORROR ELEMENTS. PLAYERS FACE OFF AGAINST WAVES OF UNDEAD WHILE UNCOVERING A STORYLINE CONNECTED TO NAZI EXPERIMENTS.

CALL OF DUTY WWII CALL OF DUTY

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

HISTORICAL SETTING: THE GAME IS NOTED FOR ITS MORE GROUNDED TAKE ON THE WORLD WAR II ERA, FEATURING AUTHENTIC WEAPONS, VEHICLES, AND SCENARIOS REFLECTIVE OF THE CONFLICT.

GRAPHICS AND SOUND: WWII UTILIZED A NEW GRAPHICS ENGINE TO CREATE REALISTIC VISUALS AND IMMERSIVE SOUND DESIGN, CONTRIBUTING TO THE OVERALL DEPICTION OF WARTIME ENVIRONMENTS.

CALL OF DUTY WWII CALL OF DUTY

CALL OF DUTY GAMER

Call of Duty: WWII (2017)

Call of Duty: WWII received generally positive reviews from critics and fans, praised for its campaign narrative, multiplayer experience, and nostalgic return to historical settings.

The game contributed to the ongoing evolution of the franchise, bridging the gap between tradition and modern gaming expectations.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY VANGUARD 2021

"CALL OF DUTY: VANGUARD" IS A FIRST-PERSON SHOOTER GAME DEVELOPED BY SLEDGEHAMMER GAMES AND PUBLISHED BY ACTIVISION. RELEASED ON NOVEMBER 5, 2021, IT IS PART OF THE LONG-RUNNING CALL OF DUTY FRANCHISE. THE GAME IS SET DURING WORLD WAR II AND FEATURES A STORYLINE THAT INCLUDES VARIOUS THEATERS OF THE CONFLICT, SUCH AS THE EASTERN AND WESTERN FRONTS.

CALL OF DUTY® VANGUARD

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY VANGUARD 2021

NORTH AFRICA, AND THE PACIFIC.

KEY FEATURES OF "CALL OF DUTY: VANGUARD" INCLUDE:

CAMPAIGN MODE: THE SINGLE-PLAYER CAMPAIGN FOLLOWS THE ORIGINS OF SPECIAL FORCES DURING WORLD WAR II, SHOWCASING THE STORIES OF DIVERSE CHARACTERS FROM DIFFERENT NATIONS INVOLVED IN THE CONFLICT.

CALL OF DUTY VANGUARD

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY VANGUARD 2021

MULTIPLAYER MODE: VANGUARD OFFERS A ROBUST MULTIPLAYER EXPERIENCE WITH VARIOUS MODES, MAPS, AND A COMPREHENSIVE GUNSMITH CUSTOMIZATION SYSTEM THAT ALLOWS PLAYERS TO TAILOR THEIR WEAPONS.

ZOMBIES MODE: THE GAME INCLUDES A COOPERATIVE ZOMBIES MODE, DEVELOPED IN PARTNERSHIP WITH TREYARCH, CONTINUING THE POPULAR UNDEAD STORYLINE FEATURED IN PREVIOUS CALL OF DUTY TITLES.

CALL OF DUTY® VANGUARD

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY VANGUARD 2021

INTEGRATION WITH WARZONE: VANGUARD INTEGRATES WITH "CALL OF DUTY: WARZONE," ALLOWING PLAYERS TO CARRY OVER CONTENT AND PROGRESS BETWEEN THE TWO GAMES.

VISUALS AND ENGINE: VANGUARD UTILIZES THE UPDATED IW ENGINE, ENABLING IMPROVED GRAPHICS, ANIMATIONS, AND GAMEPLAY

CALL OF DUTY GAMER

CALL OF DUTY VANGUARD 2021

THE GAME RECEIVED MIXED TO POSITIVE REVIEWS FROM CRITICS AND PLAYERS, WITH PRAISE FOR ITS CAMPAIGN AND VISUAL FIDELITY BUT SOME CRITICISM REGARDING THE MULTIPLAYER EXPERIENCE. OVERALL, "CALL OF DUTY: VANGUARD" CONTRIBUTES TO THE FRANCHISE'S RICH HISTORY AND BROADENS ITS TAKE ON HISTORICAL WARFARE.

CALL OF DUTY® VANGUARD

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2022

"CALL OF DUTY: MODERN WARFARE II" (2022) IS A FIRST-PERSON SHOOTER VIDEO GAME DEVELOPED BY INFINITY WARD AND PUBLISHED BY ACTIVISION. IT IS THE SEQUEL TO THE 2019 TITLE "CALL OF DUTY: MODERN WARFARE" AND IS PART OF THE LONG-RUNNING "CALL OF DUTY" FRANCHISE. THE GAME FEATURES BOTH A SINGLE-PLAYER CAMPAIGN AND A MULTIPLAYER MODE, CONTINUING THE SERIES' FOCUS ON MILITARY COMBAT AND COOPERATIVE GAMEPLAY.

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2022

COOPERATIVE GAMEPLAY.

CAMPAIGN: THE GAME FOLLOWS A NEW STORYLINE THAT PICKS UP AFTER THE EVENTS OF THE PREVIOUS GAME, FEATURING ICONIC CHARACTERS LIKE CAPTAIN PRICE, SOAP MACTAVISH, AND GHOST. THE CAMPAIGN TYPICALLY EMPHASIZES NARRATIVE-DRIVEN GAMEPLAY WITH CINEMATIC MOMENTS AND INTENSE FIREFIGHTS.

CALL OF DUTY MW MODERN WARFARE II

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY MODERN WARFARE 2 2022

MULTIPLAYER: "MODERN WARFARE II" OFFERS AN EXTENSIVE MULTIPLAYER EXPERIENCE, FEATURING VARIOUS GAME MODES, MAPS, AND CUSTOMIZATION OPTIONS. THE GAME USUALLY INCLUDES ENHANCEMENTS IN GAMEPLAY MECHANICS, NEW WEAPONS, AND TACTICAL FEATURES THAT AIM TO PROVIDE A FRESH EXPERIENCE FOR PLAYERS.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2022

GRAPHICS AND PERFORMANCE: THE GAME USES AN ADVANCED VERSION OF THE IW ENGINE, RESULTING IN IMPROVED GRAPHICS, REALISTIC ENVIRONMENTAL EFFECTS, AND SMOOTHER GAMEPLAY.

CALL OF DUTY
MW
MODERN WARFARE II

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 2 2022

UPON RELEASE, "MODERN WARFARE II" RECEIVED POSITIVE REVIEWS FOR ITS GAMEPLAY MECHANICS, GRAPHICS, AND ENGAGING MULTIPLAYER EXPERIENCES, ALTHOUGH SOME PLAYERS HAVE CRITIQUED ASPECTS SUCH AS THE GAME'S MONETIZATION AND BALANCE.

CALL OF DUTY MW MODERN WARFARE II

CALL OF DUTY

CALL OF DUTY

GAMER

CALL OF DUTY MODERN WARFARE 2 2022

THE GAME IS PART OF A LARGER PUSH BY ACTIVISION TO CONTINUALLY EXPAND THE "CALL OF DUTY" FRANCHISE, FOCUSING ON BOTH SINGLE-PLAYER NARRATIVES AND EXTENSIVE MULTIPLAYER SUPPORT.

CALL OF DUTY
MW
MODERN WARFARE II

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2024

CALL OF DUTY: MODERN WARFARE III IS A 2024 FIRST-PERSON SHOOTER GAME DEVELOPED BY SLEDGEHAMMER GAMES AND PUBLISHED BY ACTIVISION.

HE GAME WAS RELEASED ON NOVEMBER 10, 2023, FOR PLAYSTATION 4, PLAYSTATION 5, WINDOWS, XBOX ONE, AND XBOX SERIES X/S.

MODERN WARFARE III RETAINS THE REALISTIC, MODERN SETTING OF ITS PREDECESSORS AND CONTINUES THE SUB-SERIES STORYLINE.

CALL OF DUTY

CALL OF DUTY GAMER

CALL OF DUTY MODERN WARFARE 3 2024

THE STORY FOLLOWS MULTI-NATIONAL SPECIAL OPERATIONS UNIT TASK FORCE 141 TRACKING DOWN VLADIMIR MAKAROV, A RUSSIAN ULTRA-NATIONALIST AND TERRORIST PLANNING TO TRIGGER A THIRD WORLD WAR.

THE GAME'S MULTIPLAYER INCLUDES SIXTEEN REMASTERED MAPS FROM 2009'S MODERN WARFARE 2, WITH AT LEAST TWELVE NEW MAPS PLANNED FOR INCLUSION POST-LAUNCH.

UPON THE GAME'S OFFICIAL RELEASE, IT RECEIVED "MIXED OR AVERAGE REVIEWS"

CALL OF DUTY